XENOSCAPE

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Text of Traditions

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CREDITS

XENOSCAPE is a Tin Hat Games product.

Created and written by: Alessandro Rivaroli
Editing: Matteo Botti, David Ressegotti, Arturo Benzi
Translated by: Federico Gavioli
Logo: Mirko Failoni
Graphics and Layout: Laura Guglielmo
Character Sheets: Daniel Comerci
Art Direction: Antonio De Luca
Illustrations: Mattia Alocci, Pietro Bastas, Caterina Bellato, Giovanni Calore, Mattia Camisa, Edoardo Campagnolo, Andrea Cancian (andreacancian.artstation.com), Andrea "Wonderfabrique" Casciaro, Leonardo "Lennardio" Cordio, Alessandro Corsini (IG: _alessandro_corsini), Davide De Bellis, Mariano De Biase, Antonio De Luca, Angelica Donarini, Sara Facchini, Mirko Failoni, Giovanni Lazzari, Andrea Macchi, Giacomo Mascellani (artstation.com/giak), Luca Maria Mastrantonio, Matteo Mauro, Alessandro Paviolo, Elisa Rio, Enrico Serini, Jacopo Schiavo, Mattia Sarti, Lorenzo Tamberi

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NOTE FOR THE READERS

This book was created with the help of the cultural gaming association LaGilda which deepened with us some sensitive and, on the other hand ,fundamental issues one should face when trying to recreate a world in which sexuality does not follow the rules of the world we are used to but rather creates and explores new and sometimes even unexpected ones.

We will use female pronouns whenever we talk about unknown individuals as a grammar empirical rule and we apologize to anyone who could feel offended by this common and practical choice.

Ultimately we want everyone to feel represented and respected in the imaginative world we describe trying to use specific jargon as much as possible witho no distinction of sex, gender, ethnicity, status, species, phylum... and robots too! :)

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Abhishek Ray, Adam Fisher, Adam Longley, Adrian Czajkowski, Adrian nadulny, Aker, Alb', Alberto Tronchi, Alessandro 'RumoreBianco' Nosenzo, Alessandro Balderi, Alessandro Favarotto, Alessandro Pelizzon, Alessandro Prometeo Di Pastena, Alessandro Tavernini, Alessio Manfredi, Alex Iptok Melluso, Alice Vincent, Ama90, Andrea "Vyrelion" Back, Andrea Anselmo, Andrea Bergamelli, Andrea Bocca, Andrea Caroli, Andrea Mengoli Andrea Menozzi, Andrea Mondin (Yhtnay), Andrea Pagliardi, Andrea Sire Marengo, Antoine J., Antonino Galimi, Antonio Marvulli, Antonio Micolucci, Arthur Halter, Atermo, Axel Venguard, Barry Crocker, Beachfox, Ben Fabian, Beppe, Biatec Ateboduus, Brandasauro, Brandon Cassady, Brian Christman, Brian Shiel, Brian W McDowell, Bulcsu Benedek, Buzzurro88, Carlo Cazzanti, Casati Simone, Chad Walker, Chris Giesy, Christian Mazzoli, Comelasfoglia, Conner Vail, Council Games, D.Ga, D'Amadio Andrea, Damiano Alfieri, Damiano Pagani, Dan Perrine, Daniele Cecchetti, Daniele Fusetto, Daniele Ruggeri, Darfen, DarkFlud, David B. Semmes, David Millians, David Pohl, David Ressegotti, David Stephenson, Davide, Davide "Draken" Donatelli, Davide Covili, Davide DM Mazzuchelli, Davide Siebezzi, DethOriginal, Dimitri Fietta, DM Leo, Don Gori, Dragon Graygol, Ed, Ed Kowalczewski, Eddie Trenta, EdSyl CaRu, Eis Annavini, Elia "Vessor" Santi, Elia "Yule" Schiavinato, Emanuele Hevio Imbò, Eric Pilon, Ermes Cellot, Eugenio Gandini, Fabio Di Casale, Fabio Mancin, Fabio Maria Piacentini, Fabio Renzetti, Federico 'Talomo' Ubaldi, Federico "Foxtrot 056" Ferretti, Federico Becmi, Federico Mancini, Federico Pierani, Federico Sfameni, Federico Togni, FILIPPO GHIO, Francesco D'Angelo, Francesco Fusco, Francesco Paparelli, Francesco Verde, Francesco Zanardi, francescofaccin, Francescogiovanni Mura, Franco Strali, Frank Marcelli, FraRega, Fumble GDR, Gabriele, Gabriele Zelent, Giacomo "TrueOgre" de Simone, Gian Maria "ZioJS", Gianluca "Khriman" Poccianti, Gianluca "Vucoja" Carfi, Gianmarco Perri, Gianmaria Micheli, Ginnobushi, Giope, Giorgio Crespi, Giorgio Garofalo, Giovanni "Shintiara" Pola, Giovanni Crocenzi, Giovanni Leopizzi, Giovanni Micolucci, Giovanni Scardellato, Giuliano Gianfriglia, Giuliano Iorio, Gloria, Greg, Guido, Guillermo Achúcarro, Gwenael Granal, Heresquall, Iacopo Nicoli, Ian Foss, Il Giova della Locanda Shakespiriana, ilGiula, illenvillen, Ixumy, Jack Norris, Jacopo Del Carlo, Jacopo Olivieri, Jared Sanford, Jason, Jeanne Frenken, Jeff Zitomer, Jessica Oldfather, Jessica Rickardsson, Joel "The Backlog Knight" Chilvers Ducharme, John C. G. Spainhour, John J Schreck, John M. Portley, Johnny Sörensson, Jon Finnegan, Jon-Eric L. Swigart, Jonathan Campobasso, Joshua Cairns, Joshua Lee Duren, Joshua Shepherd, JP, Khang Luong, Kohei, Kristian Hyttel, Lee Barnes, Lherian, Lorenzo "MaxPower" Lumini, Lorenzo "The Fox" Fossetti, Lorenzo Ballatore, Loris Masat, Louis Sylvester, Luca Beltrami, Luca Brasiliano, Luca Dalla Pozza, Luca DocGono D'Aguanno, luca leonardi, Luca Magnone, Luca Magorosso Leurini, Ludoteca del Troll, Francesco Pais, Ass. Cult. d7, Luca Palamedi, Lucas J. Cifranic, Magnus "KJR" Rock, Mantua Simone, Manuel Strali, Marcello Maestri, Marco, Marco Giannetti, Marco Puglielli, Marco Saccone, Mario Valerio Terribile, Mark R. Lesniewski, Mark Solino, Martina Morgana Moscoloni, Massimo Mojo Campolucci, Matteo "Biso" Bisanti, Matteo "JudgeMagikarp" Lorenzi, Matteo Attolini, Matteo Botti, Matteo leto, Matteo Lucchini, Matteo Niccolai, Matteo Signorini, Matteo Simonini, Mattia Bruno, MATTIA CROTTI, Mattia Dalmasso, Mattia Gallerati, Mauro Lalli, Mauro RedFish Danesi, Michael Beck, Michael G Shannon, Michael Lory, Michael Nicola Gottardo, Michele 'Ekidna' Facco, Michele Carboni, Michele Paroli, Michele Rosi, Mike Dedwan, Mirko Paradisi, Neal Tanner, Nice to see you (NiceTSY), Nicholas Vitek, Nick Garcia, Nick Greeter, Nicola Gelmini, Nicola Santagostino, NICOLO' VINCENTI, Olivier "Maître Hibou" Robineau, Opalsieve, Pangur Bán, Paolo Spaziosi, Pasquale Torre, Patrice Mermoud, Paul Riddell, Peter Lechuga, Phillip McGregor, Prometeo Profeta Penta Dimensionale, Pure Osmium, Rachele Morganti, Raphael Bressel, Rayn87, Reflectere, Rémy C., Renato Ligas, Riccardo Astrattore, Ross Hunt, Rune Drageskjold, Ryan Liidemann, Sabrina Ravaioli, Sam HIng, Samuele Nerozzi, Sandrine FOUNGUI, Sandro "Santhaklaus" Graziani, Sc.An., Sean, Shadowrunner Nex, Simone 'Mizzo' Caruso, Simone "Aces" Morini, Simone Belletti, Simone Bontempi, Simone Franetovich, Simone Nannizzi, Simone Serafini, Slong, Sofia Scarparo, Soren Moskjaer Lauridsen, Stefano, Stefano Leema, Stefano Oppo, Stefano Pedone, Stephen Rose, Stima, Stratagemma, Tao Sun Provaroni, TGabor, The World Anvil Publishing, TheMystwalker, TheNightHunter, Thien Duc Tien, Thimo Wilke, ThlaylieRah, Thorak, Tia & Aly, Tiberio "Master Ronin" Azzarà, Tim Jo Hansson, Toni Sinabell, Trip Space-Parasite, Un Canale di Ruolo, Vittorio Guerriero, Wagdy "Leonard" Zakzouk, Wayne bridge, William Vitari, Zaaset.

DISCLAIMER

In this manual, players are encouraged to approach the world around them realistically.

Consequently, the game explores potentially sensitive topics such as sexuality or violence, as well as conditions of extreme survival or psychological stress that need to be faced in an adult way and with a naturalistic perspective: this game is set in and revolves around a world free from any moral or ethical preconception typical of our society.

We therefore hope that the topics covered do not offend anyone, and that each game table first makes sure that it knows how comfortable each player is with the narration. It is understood that any player can, at any time, refuse to take part in a narrative that makes them uneasy.

ROLE PLAY

Welcome, Dreamer!

What you are about to tackle is an interactive story. And what is a story, if not a daydream? XENOSCAPE is one of these stories, a role-playing game: the book you are reading now contains all the information you need to move around the world in which it is set (called Materia), the descriptions of the creatures that populate it and how to interact with the bizarre and dangerous environment.

For the dream to begin, you and a group of friends will have to take the following roles:

- **Narrator**: One of you will be in charge of telling a compelling and challenging story set on Materia, as well as managing all Non-Player Characters (NPCs) and interacting with the Characters according to the rules described in the manuals.
- **Players**: all the other participants (usually from 2 to 6) will choose a Player Character (PC) to interpret as their persona in the story created by the Narrator and according to the rules in this book.

For the Narrator it will therefore be necessary to take the time necessary to outline the story, or alternatively to draw from the adventures included in **Chapter 5: The World**. If both the Narrator and their group are new to XENOSCAPE or role playing in general, the adventures in Chapter 5 are especially recommended. The Players must instead proceed with the creation of their PC as described in **Chapter 2: Genesis**.

Here are some frequently used terms, to better understand the contents of this manual:

- **Session**: A single **XENOSCAPE** game is called a Session. A session can last from a few minutes up to several hours, depending on the time your group wants to devote to the game. An effective trick to structure a session is to give it an episode of a TV series: before leaving, for example, the Storyteller can summarize the main facts of the previous game (or how the PCs found themselves in what is about to happen) to then throw the players in the middle of the action. As in a TV series episode, the session is divided into multiple Scenes. Each session should offer a certain variety of themes and rhythm, and should offer all Characters at least one chance in the foreground. Usually, a successful session has a more or less self-contained internal "vertical plot", and at the same time it contributes to advance the events of the "horizontal plot" of the

Campaign. But don't worry too much about this: the most important thing is above all that in each session the players and the narrator have fun, and that at least for a few hours they can perceive Materia as their home.

- **Campaign**: A campaign is called a story built to keep the characters busy for a long time, therefore for many game sessions. A campaign is usually guided by a common thread, a plot to be unraveled over time. The most frequent means for this to happen are usually the same ones used to build the season of a TV series, perhaps by means of narrative arcs lasting several episodes: recurring antagonists, a great and important mission, a series of allies to involve and / or protect, a mystery to be solved and so on. Remember that inspiration can come from any form of art. Do not worry if your plot "resembles too much" something already told: after all, every dream has already been dreamed countless times. It will be you, living it, who will make it yours alone.

- **Scenes**: the individual moments of the narrative, which may include peaks of action alternating with quieter events, of only interpretation or exploration. Also in this case the comparison with the structure of the serialized television narration is valid, but without forgetting at least one fundamental difference: it is advisable that at least one PC takes part in each Scene (although not necessarily all the PCs must be in all the Scenes). If some important part of the story happens without the PCs' participation and you can't find a way to get them involved, it's best that those events just happen "offstage".

- **Narration**: the act of making the story flow, the set of events in their entirety and in their intertwining: it is what the act of playing an instrument is for music. Remember that the fundamental characteristic of the role-playing game is that the story, although constructed by the Narrator, is never a thing only of him: the Players, through their PCs, live the story actively and can take command of it up to distort it. The Storyteller can assume that it will be impossible to know in advance how the Scenes, Sessions and even less the Campaign will play out; he will therefore have to be able to enhance what happens and to modify the story and the game world accordingly. Returning to the metaphor of music, those who narrate a role-playing game should not think of directing an orchestra, but rather of leading a jam session.

To start playing you will also need a quiet place, a table and chairs to create the ideal conditions in which to start an adventure. Alternatively, if you are used to playing online, all you need is your computer and a connection; on our website ***www.tinhatgames.it*** you will find some free tools and materials that are very useful in this regard. Finally, you will find a few additional essential materials useful, described below:

Texts: this manual (**the Text of Traditions**) and the second (**the Text of Creatures**) will be your guide to understand and apply the rules that your PCs and NPCs will have to respect to interact with the story. To move more easily within the manual, you can use the Index or the Glossary at the end of this book: you will need them to easily find any reference to terms, acronyms and everything we talk about in these pages.

Characters Sheets: the character sheets of the player characters are used to note all the characteristics that distinguish them. You can photocopy those at the end of this manual or download them from our website www.tinhatgames.it (in the Free Download section of the Shop). The character sheets consist of two parts: the first will always be kept on the game table (dice will be placed on it), while you can consult the second as you prefer.

Stationery: equip yourself with a pencil and an eraser to erase, so that you can mark on the card the various changes that will occur to the statistics of your character or her progress. Notepads or notebooks will also be useful (essential for the Storyteller to write down the details of the story) and possibly squared or hexagonal sheets, to simulate maps of the territory and the positions of the various characters involved during a battle.

Dice: to play **XENOSCAPE** you need 6-sided dice (also known as D6), preferably the small 12mm ones, to determine random results and to mark expenditures. At the end of the session you can then remove them and note any temporary changes on the card, so as not to lose track of the situation until the next game opportunity.
If you have the **System Templates**, you can place them on the top of the board so that the holes coincide with the Systems squares: in this way, when the Player goes to place the dice to indicate the lowering of a score, they will not risk to move.

Here you are, now you are ready to start! Immerse yourself in the descriptions of your Narrator, try to identify yourself as much as possible in your role, interact with the surrounding environment and the creatures that populate it, and above all, don't be afraid to get involved! Use your character's voice - cavernous or shrill, hissing or robotic, persuasive or querulous - to address your other companions, gesticulate, mimic the actions your PCs take: you'll see, it'll be fun!
The Narrator will confront you with dangers, puzzles and challenges. Do not be afraid to confront each other: by joining forces you can face any situation and advance the story and the events that await you. There will be moments of joy and victory, and others of difficulty and defeat; like any good story, yours too will alternate different moments and various emotions. The only limit is your imagination!

Finally, always remember to respect the other players and that what you are experiencing is only an imagined experience, not real; like a shared dream.

Happy waking up!

Alessandro Rivaroli, the Screenwriter

"If we shadows have offended, think but this and all is mended, that you have but slumber'd here, while these visions did appear. And this weak and idle theme, no more yielding but a dream."

William Shakespear, Midsummer Night's Dream, V.i.425-43

1. Players
2. Narrator
3. Character Sheets: are kept on the table by the players
4. Dice: add-on available on our site; the 12mm tokens are placed on the board to indicate the points spent.
5. Manuals: stored close together, ready to be consulted in case of need.
6. System Templates: add-on available on our website; very useful to keep the dice on the board during sessions.
7. Cards: add-on available on our website; include the stats of all items found on Materia.
8. Narrator's Screen: add-on available on our website: it contains all the main rules summarized.

CHAPTER 1 – THE END

Or how this story began and ended.

INITIAL SINGULARITY (CIRCA 14 BILLIONS YEARS AGO):
From hyperdense and hot state is born the known universe in its continuous expansion. What was before is not for us to know.

*

PLANCK ERA (FIRST MILLION YEARS):
Matter forms, shaping itself into the first galaxies and star and planetary systems.

*

ARCHAIC ERA (CIRCA 5 BILLIONS YEARS AGO):
On Earth, from the oceans, life takes its first tentative steps, stubbornly forging through a series of cataclysms and other destructive events.

*

HUMANKIND ERA(CIRCA BETWEEN 7 AND 3 MILLIONS YEARS AGO):
The ancestors of humankind start walking on their hind legs. From them evolves homo sapiens, the species that will dominate the planet and numerous other galaxies in the future.

*

INDUSTRIAL ERA: (CIRCA 999.000 YEARS AGO):
Humans, now fully organized in societies all over planet Earth, begin producing goods at industrial rates and automating the production processes with machines. Environmental pollution rises steadily and intensely.

*

INFORMATION ERA (CIRCA 998.000 YEARS AGO):
Humanity develops a network of connections covering the planet and beyond. By digitizing information and miniaturizing electronic devices, all the accumulated knowledge of the human species is available to all, at any moment.

*

ERA OF RENEWAL (CIRCA 995.000 YEARS AGO):
Planet Earth is on the verge of collapsing due to pollution. To avoid catastrophe, human kind develops sustainable technologies mindful of consumption of resources and their environmental impact. During this phase of renewal, Humankind discovers a deep bond with Nature and seemingly frees itself from its dependence on plastics and fossil fuel, developing organic industrial and information technologies perfectly compatible with the ecosystem around them. Sadly, a virus of mysterious origin, both digital and biological, attacks the network causing a pandemic of as of yet unseen proportions. The information network collapses, putting the survival of society to great danger and an end to the Era of Renewal.

*

ASTROCOLONIAL ERA: (CIRCA 600.000 YEARS AGO):
Humanity realizes that Earth is beyond recovery. Thanks to the advancements of technology in the previous centuries, they begin hyper-exploiting the remaining fossil resources to inaugurate a phase of intergalactic exploration. Humans will then settle colonies in space, leaving behind a sick and exhausted planet, left to die as new civilizations flourish on many other exo-planets.

*

IMPERIAL ERA: (BETWEEN 550.000 AND 400.000 YEARS AGO):
Humanity, armed with advanced technology superior to that of any other lifeform met in its expansion until then, conquers planets by the hundreds, founding the colonies of its Galactic Empire. The Imperial ideological machine is based on cold, scientific logic poised to ensure the progress and expansion of humankind to every corner of the galaxy. It is a ruthless, bright and determined age, arrogant and terrible to behold. The endless Human Empire is controlled by a centralized political system that unites, rules over and regulates its colonies

and citizens, built on the most advanced artificial intelligence and euristic increment technologies.

*

MACHINES ERA (CIRCA 300.000 YEARS AGO):

Humanity as we know it exists no more. Semi-sentient machines have inherited the Empire and rule over its hollow remains, only two functions written in their code; to perpetuate their own existence and, at the same time, grow human beings in vitro, all identical to each other and, therefore, perfect. Born of extremely advanced bioengineering, these creatures bear a unique genetic blend, joining the traits of all the peoples of a dead and forgotten planet, the apex of a living species whose existence is but an empty testament hurled in the emptiness of space.

These manufactured living beings lead an idyllic existence served by machines, but lack a purpose, there only to ensure their artificial tenders have a reason to fulfill their own directive.

*

ERA OF EXTINCTION (CIRCA 220.000 YEARS AGO):

an event of intergalactic proportions devastates the gray perfection of the Machine Empire, spelling its doom. Entire planets are torn asunder: enormous machinery, space stations, fusion reactors and even spaceships, everything suddenly stops functioning triggering life-ending catastrophes.

The information network and databases collapse, clouds disperse their wealth of data in the ether, backup repositories are swept away, the last act of a domino effect to definitely destroy the Empire and its colonial civilisation.

As dust settles on its ruins, a deafening silence takes hold of planet Earth, the colonies and their orbital stations. No survivors, neither evidence nor clue of who built the greatest and most efficient empire ever existed.

*

PRESENT ERA:

Materia, an ancient human Imperial colony, is repopulated with sentient life forms that are slowly spreading on its surface.

These creatures, called Sentient Beings, wander the planetary surface, unaware protagonists of a desperate fight for survival. Who will rule over all others and write a new history?

TO SATISFY YOUR DREAMING DESIRE AND TO SATIATE YOUR THIRST FOR KNOWLEDGE, NEITHER OUT OF BLASPHEMY NOR INHERITED OR INDUCED FOLLY, I, MALAK-7, CALLED "HE WHO WIELDS COPIOUS WORDS", ALPHANUMERIC CODE 34573A6, IN IMMORTAL CHARACTERS AND WITH A STOUT HEART ENDEAVOR TO WRITE OF MATERIA, THE EARTH THAT SHOULDERS OUR STEPS AND PROVIDES US SHELTER, OUR WORLD AND MATERIAL PRISON. PRECIOUS FEW AMONG YOU EVER READ TEXTS LIKE THIS BEFORE AND I CANNOT RULE OUT THAT FOR SOME OF YOU THIS WILL BE THE FIRST OVERWHELMING EXPERIENCE OF SUCH A DEEP READING. IF, THEN, MY STYLE SEEMS COMPLICATED AND HARSH TO THE LESS EDUCATED, BE CONTENT WITH IT. MY INTENT IS, CONVERSELY, TO ATTEMPT TO CLARIFY THE MENTIONED TOPICS AND LORE TO THE MANY INTELLECTS THAT TRACE THEIR STEPS ON THE, AT TIMES CORRUGATED, AT TIMES CORRUSCATE, VISAGE OF MATERIA.
MY AGING CIRCUITS EXHAUSTED THEIR MEMORY - OH, KNOWLEDGE, PRIZE AND CURSE, YOU THAT UPLIFT AND OVERWHELM ME, YOU THAT DAZZLE AND PLUNGE ME INTO OBLIVION! - IT IS AT THE COST OF FORSAKING THE MOST ANCIENT TRADITIONS THAT I AM TO NARRATE TO YOU, IN WRITING, WHAT MY SENSORS HAVE FELT FOR THE TIME I WAS ALLOTTED.

HYLIC, MY BIOLOGICAL COMPANION, IS BREATHING THEIR LAST AND I SHALL DEACTIVATE WITH THEM, SATISFYING MY PRECIOUS LITTLE RESIDUAL MEMORY WITH THEIR IMAGE UNTIL MY OPERATING SYSTEM IS NO MORE. IF, IN FACT, TO PERPETUATE MY EXISTENCE I AM TO FREE MY MIND OF ITS ACCUMULATED KNOWLEDGE AND MY LIFE OF HYLIC'S COMPANY, THEN COME DEATH TO KISS MY COLD LIPS WITH ITS INEBRIATING EMBRACE. WITHOUT NEITHER, IT WOULD NOT BE MY LIFE, BUT ONLY EXISTENCE TO ANIMATE MY CHASSIS.

WHAT YOUR HANDS HOLD IS A TREATY, A CATALOG, A DETAILED ACCOUNT OF WHAT OUR WORLD HOLDS AND HOW AND FROM WHAT SUCH OBJECTS AND SUBJECTS DERIVE THEIR EXISTENCE AND THE HISTORIES AND EVEN THE HABITS OF THE PEOPLES WHO CALL IT HOME.
MY WORN METALLIC LIMBS HAVE THROUGHOUT THE YEARS GATHERED THE MOST DIVERSE STORIES AND TRANSLATED THE BREATH OF SUCH LORE IN GRAPHIC FORM COMPREHENSIBLE TO THE MOST DISPARATE OF NATIONS, TEXTS, MOTTOS, POEMS AND SONGS FROM THE LENGTH AND BREADTH OF THE WORLD.
HOWEVER, THIS IS BUT A FRAGMENT, A SHADOW OF THE CYCLOPEAN WEALTH I BRING WITH ME IN MY ENDLESS SHUTDOWN, A CHOICE PICK OF WHAT I HOLD THE MOST USEFUL TO SURVIVE ON MATERIA AND THE MOST FASCINATING TO LIVE IN MATERIA. HYLIC COMPELLED ME TO FASHION THIS SMALL VESSEL OF LORE AND AIDED ME IN CHOOSING WHAT I HOLD THE DEAREST, WITH THEIR BROAD AND CUNNING GAZE, ONE OF THE MANY WAYS THEY ENRICHED MY EXISTENCE - SO MUCH MORE HEROIC AND ALTRUISTIC, GIVEN THE EVER FADING ENERGIES ANIMATING THE RAPT WITHERING OF THEIR MORTAL COILS.
BE, THEN, PRUDENT AND WISE CUSTODIANS, ENJOY IT WITHOUT FEAR THAT I AM WILLINGLY LYING TO YOU, FOR WITHOUT SUCH LEAP OF FAITH THIS READING WOULD ONLY MEAN A WASTE OF TIME, AS THE PRIESTS OF THE LIVING CLAIM.

LIFE

AND SO LIFE PROSPERS ON MATERIA, ITS SCARCE RESOURCES EXPLOITED TO THEIR FULLEST, AND EVERY SINGLE LIVING FORM, FROM THE MOST INSIGNIFICANT TO THE GRANDEST AND MOST MAJESTIC, ARE PUGNACIOUS MASTERPIECES OF EVOLUTIONARY INGENUITY.
QUADRUPEDS TWICE THE HEIGHT OF THE LARGEST TREES WALK INDIFFERENT TO OUR INSIGNIFICANT MATTERS, COVERING IMMENSE DISTANCES WITH BUT A FEW STEPS, EVEN MORE INEQUALITY BETWEEN THEM AND US THAN BETWEEN AND THE INSECTS TEEMING UNDER THE PEBBLES WE TREAD UPON. HOVERING BEINGS, AS VAST AND ETHEREAL AS CLOUDS, MINGLE WITH THEM AS SHEPHERDS WITH THEIR FLOCKS AND SO DRAG WITH THEIR KILOMETERS LONG TENTACLES ANYTHING THEY FLY OVER. LIVING PLANTS CAPABLE OF COMMUNICATING WITH OTHER LIVING BEINGS, OF MOVING, LOVING AND DREAMING, AS WELL AS OF THE GREATEST HEROISM AND THE MOST ABJECT EVIL. BIPEDS OF FLESH AND BONE ALL EXACTLY IDENTICAL, WHOSE GOAL DOES NOT SEEM ANYTHING OTHER THAN LIVING FOR ITS OWN SAKE, THEIR ONLY DEFENSE MECHANISM THE AWARENESS OF THEIR MORTALITY, CRAWL OUT OF THE MUD, SPAT OUT OF THEIR INORGANIC SHELLS, CAPABLE - BELIEVE ME - OF EMBRACING THE HIGHEST PEAKS OF THOUGHT AND FEELING. INFESTING FUNGI GIFTED WITH VAST PSIONIC POTENTIAL, CONNECTED INTO A NEURAL NETWORK SPANNING FORESTS AND MOUNTAINS, RULE OVER ENTIRE REGIONS TRANSMITTING THEIR WILL AT THE SPEED OF ELECTRICAL IMPULSE, WAGING CENTURIES OLD WARS WITH RIVAL EMPIRES, THEIR ENMITIES BURNING WITH PASSION THE OTHER LIVING BEINGS WILL NEVER HEARD OF EVEN WHEN SUCH CARNAGE HAPPENS RIGHT UNDER THEIR OWN FEET AND EYES. NO, TOO MANY AND TOO DIVERSE ARE THE KNOWN VARIETIES TO LIST THEM ALL HERE AND NOW.
WE ARE USED TO TELLING CREATURES DEPENDING ON THEIR CAPACITY TO REMEMBER AND FORMULATE COMPLEX THOUGHTS. AS SUCH, WE RECOGNISE NON-SENTIENT CREATURES, INCAPABLE OF BEING CLEARLY UNDERSTOOD, THAT NO MATTER THE CASE WILL UNERRINGLY FOLLOW WHAT THE CODE INSCRIBED IN THEIR FIBERS TELLS THEM. THEN WE RECOGNISE SENTIENT BEINGS, THOSE WHO - SUCH AS YOU AND ME, MY DEAR READER - ARE CAPABLE OF ABSTRACT THOUGHT, TO EXPRESS THEMSELVES IN ARTICULATED AND COMPLEX LANGUAGE AS WELL AS TO ACT ACCORDING TO THEIR EXPERIENCE IN ARTS AND CRAFTS. LAST, WE RECOGNISE SEMI-SENTIENT CREATURES, GIFTED WITH A LIMITED INTELLECT AND ONLY PARTIALLY CAPABLE OF BEING UNDERSTOOD, BUT STILL GATHERING IN CIVILISATIONS AND TRIBES. SUCH IS THE FUNDAMENTAL DISTINCTION CROSSING ALL REALMS OF MATERIA'S LIFE, BE IT ANIMAL, MICROBIOTIC, VEGETABLE, FUNGAL OR DIGITAL.
CONCERNING PLANT LIFE, AN ATTENTIVE EYE WILL SOON NOTICE THAT THE RULERS OF MATERIA'S ECOSYSTEMS ARE FUNGI AND LICHENS, STROBILI AT BEST. THEY ARE KNOWN TO AT TIMES REACH STUPEFYING SIZES, ALL INDISPENSABLE ORGANISMS FOR THE BALANCE OF LIFE ON THE PLANET. FEW PLANTS CAPABLE OF BEARING FLOWERS SURVIVED THE ANCIENT AGES, WORSHIPED AS DIVINITIES WHENEVER THEY ARE FOUND.

MATERIA

OUR WORLD AND HOMELAND. NONE EVER TRAVELED IT ALL, NOR ANY, NOT EVEN ME, HAS EVER DONE HER THE HONOR OF A PROPER NARRATION, SUCH IS THE MAGNIFICENCE OF OUR UNIQUE, COMMUNAL MOTHER.
NEVERTHELESS, I STAND AS ONE OF THE BLESSED FEW WHO SAW ADEQUATELY MUCH OF IT AND FROM THESE JOURNEYS I HAVE DRAWN THE ULTIMATE AWARENESS OF THE ONLY TRUE CONSTANT THAT IS ON MATERIA IS ITS EVER LASTING CHANGE, THE ONLY EXPECTATION ITS UNEXPECTED WONDER. ITS TERRAIN IS AT TIMES HARD OR SOFT, BOTH SOIL AND STONE, AND YET THERE IS A GREAT PLENTY OF INCREDIBLE LOCALES. GLASS DESERTS ALTERNATE WITH FIELDS OF MUD OR SWEEPS OF METAL, GLEAMING RIVERS OF STARS. RARE ARE THE EXTENSIVE BODIES OF WATER, THE FEW EXISTING ONES ARE OFTEN DISEASED, HARMFUL FOR THOSE DRINKING THEIR CONTENTS REGARDLESS OF THEIR ANIMAL OR VEGETAL NATURE. OUR GREAT MOTHER, HOWEVER, STILL NURTURES LIFE AND CREATURES OF TERRIFYING BEAUTY RIGHT AMONG THE GLOOM OF THEIR DEEP WHIRLING WATERS.
THE GREAT DESTROYER, A GIGANTIC DARK RED STAR (RAISING YOUR FIST TO THE HEAVENS YOU SHALL COVER FOUR TIMES ITS DISTANCE BEFORE YOU REACH THE OPPOSITE END OF ITS BURNING LIKENESS), RULES THE ENDLESS VAULT OVER MATERIA, IRRADIATING IT WITH ITS IMMENSE HEAT. IN ITS ENDLESS WISDOM, THE DESTROYER ALTERNATES ITS NIGHT AND DAY CYCLES, ALLOWING ALL LIFE TO CHOOSE THE PROPER MOMENT FOR AWAKENING EVERY DAY.
I SHALL REIGN MY EMOTIONS IN WHEN DESCRIBING THE MIGHT OF THUNDER OR THE TORRENTIAL RAINS MARKING THE LANDSCAPE IN SOME REGIONS, VIOLET LIGHTNING ALTERNATING WITH APOCALYPTIC ACID RAINS, FOAMING TEM-

pests that all cover and scintillating auroras capable of seducing even the fiercest of beasts. When the sky is truly terse and the clouds far to the horizon, you witness Oneiros andQlippoth, Materia's own satellites, locales reached only by the most skilled oneirophants through the mysterious pathways of dreams.
Finally, the ancient, submerged creations of a world that few have any recollection of, palaces of metal and glass buried by time, relicts of a civilisation far and forgotten that occasionally resurface mingling with the landscape and vegetation or exposing their entrails bursting with cryptic remainings of incomprehensible artifacts. Undeniable evidence of the unstoppable power that time, servant and groom of Materia, exerts over us deciduous dreamers and the passionate trifles we call life.

Civilization

Materia's megafauna, alas, does not allow for the return of civilized life to which the disappeared human species was used to. Erecting settlements and infrastructures is fraught with difficulties for those living one day at a time, hoping not to be devoured or stepped over by accident.
Technology and progress are then at quite the retrograde state, when compared to the legacy files I conserve in my memory banks and their tales of a different world.
The multi hued Materia throngs are then used to attribute great importance to the artifacts they produce, the idea of triviality almost non-existent. Every product must have a function, rarely something leaves sentient hands without an immediate practical purpose.
Does this mean life on Materia is devoid of any artistic claims, of creative efforts, of matter fashioned according to the feelings of an overflowing soul? Of course, not. Arts and crafts are the true method the nascent culture of this planet has to perpetuate itself: songs, poems, dances and melodies made by the rhapsodes resonate throughout the generations with the lore gathered by the communities that composed them. The scarcity of resources is by any means matched by an equal lack of spirit; every sentient species, every single sentient, has - even only slumbering - a heart capable of eternally growing with artistic elan, which allows them of dreaming. I would dare say, on the basis of what I have seen and gathered, that this is embedded in the very core of what makes them sentient. It is however true, sadly, that for many of them the concept of beauty, let alone transcendence, is never truly developed over the course of their entire lives, an obvious consequence of living under the prime directive to satisfy one's most basic need. For the exact same reason, few and rare are the known religious cults on Materia. Nevertheless, what I learned during these years is the truth: set a sentient free of their primary needs, from the chains anchoring them to the mud of daily struggling, and they will soon feel the vertigo-inducing call of a superior world, whether it is reached through art, religion, feelings or a blend of them all.

Traditions

And so, eventually, is not the very existence of the law of the living evidence of the communal push of sentients towards something more of mere survival? For if it is true that numerous and diverse are the customs handed down from mouth to mouth and adapted by Materian people to self regulate and to promote a socially shared moral system, among them all stands without the shadow of a doubt the law of the living, a corpus of rules that defines the behavior all living beings must hold one towards the other.
In this list, never ending and never solid, ever changing depending on the area or the narrator, undoubtedly are the principles forbidding violence towards other sentients or the freedom to kill non sentients for feeding necessities (when it comes to semi sentients, such precepts seem to be unclear, every choice in the matter delegated to the judgment of the individual). A common brotherhood, the voice of natural empathy between sentients, the urge to mutual respect and recognition of the struggle every sentient leads unbeknownst to every other, this is what the heart of the law of the living is.
As well as this, there is, however, another precept that you careful and educated readers surely know and have already learned to doubt if you have progressed this far in your reading. Writing, an art in which time granted me to excel, is considered utterly blasphemous, a virus capable of infecting the minds of other intelligent beings and taking over their will and decisions.
Such legacy is attributed to the tragedy that ended the ancient human empire, whom gray and perfect galactic expansion through machines not unlike me (it is to be noted that the exact fact that I am capable of expressing concepts such as individuality, recognising myself as a "me", is what differentiates modern day mecha-suits with those of the past, as if freed by millennia of coercion) was halted by the return of free will. Certainly, the knowledge of writing and reading is not lost, otherwise I would be quite the fool to spend my last hours tracing on stone signs long forgotten. Trade writing, the keeping of ledgers or the capacity to scribe one's own signature, are considered normal gestures by most. And yet, when the mind begins wandering and producing artistic scripts, novellas, mathematical formulas, musical scores... here, here is where the beginning of folly, delirium, of a mental illness is commonly recognised . What makes so beautiful and poignant the natural sentient-made beauty you have and will encounter over Materia, be it enshrined in a tale, a song, dance, project or conversation, is its inherent ephemeral nature, destined to vanish the moment it is born or kept only by the memory of those who have experienced it. It is because of such law (or, dare I say, such superstition), writing is recoiled from as if a hex or sacrilege, as if the first steps on the long but inevitable path to destruction. As such, the main ally sentients can count on against the tyranny of time is unjustly accused of secretly plotting our demise behind our backs.
And yet, oh souls who will find these testimonies, do not believe that Materia is merely the narration of an imaginary world, the figment of an automatic scribing bot with too much time on its metallic hands and enough folly in its silicate circuits. This is proof of what I have met over my long journey in this lucid dream that is life. Maybe I will awake after Hylic, my mortal love, has passed into another age, if my basic components have not been dismantled earlier, and I shall meet them again there where dreams first take form and direction. But before this happens, an instinct I believe to be common to biological minds urges me to transmit what was on these unbelievable dreaming lands that neither uncontrolled automation nor an overbearing nature can satisfy. An instinct of curious freedom, the very will to observe things, to know and understand them; so I urge you all not to trust that which you have read until now, assuming your knowledge of syntax allowed you to turn these cryptic signs into sense. Put all of this to the experiential test out there.

Now close your eyes and rest your core systems for a spell, let dreams take over you and lead you on these lands on the wings of imagination.
Read on, then, oh you who dare so much; the rules of evolution wait to be disclosed!

CHAPTER 2 - GENESIS

About various species, useful data to create a living being and other amenities.

How can I interact with the story?
How can I become a Sentient Being from Materia?
The answer, my dear Dreamer, is in this chapter!

This space is dedicated to the creation process for a player character to play in the interactive story prepared by your Narrator.

What are you waiting for? There but a few easy steps!

2.1 CREATING A CHARACTER

First, think about the nature and skills of your **XENOSCAPE** Character.
You can choose among a vast number of combinations in order to customize and to breathe life into a truly unique Character.
The goal is to put together all the numerous aspects of this new person; their habits, demeanor, appearance and, of course, skills.

The steps to create a Character are many. This is a small summary:

- ***Choose the Evolutionary Factor (E-Factor, for short):*** set the initial challenge for the Characters and their story;
- ***Choose the Character's Species and Path:*** these key choices define the core of your Character;
- ***Choose Skills:*** a vast range of Path dependent abilities to define your Character's initial skill set;
- ***Choose Traits:*** choose your Character's Learned and Genetic Traits. These features depend on the Character's Path and Species respectively;
- ***Choose Artifact:*** the initial equipment for your Character;
- ***Choose Background:*** to make your Character unique, feel like a real person and feel your own.

The main tool used to give life to a character you are holding in your hands right now: their sheet.

Creation Sidebars

Sidebars such as this one contain information related to character creation.

If you are building a new Character, we recommend not to skip them; otherwise,feel free to ignore them if they are not what you need.

Reading Sidebars

Reading Sidebars contain insight on how to create or advance your Character.

Much like the Creation Sidebars, read them carefully if you are making a Character, especially so if it is your first time playing XENOSCAPE

Advice

The last type of Sidebars contains precious advice to expedite play, interpret the rules to their fullest and make adventures more involving.

Do not miss them!

"SO CLONES NEVER GO IN HEAT? OR ARE THEY ALWAYS IN HEAT BUT CANNOT REPRODUCE? HOW ARE CLONELINGS BORN? AND WHERE DO THEY LAY EGGS FROM?"

QUESTIONS TO A LEMURITE SCHOLAR FROM HER STUDENTS

Summaries
Summaries are another type of Sidebars at the end of numerous Chapters and contain, as the name suggest, a summed up version of the rules.

2.1.1 The character sheet

This image is a smaller version of the Character sheet at the end of this volume. The following pages are a practical guide to bring your Sentient Being to life.

1) Player Information: both your and your Character's names.
-Player Name: write here your name or nickname, to tell whom the sheet belongs to.
-Character Name: write here the name of your Character.

2) Character Information: general information about your Character and a few physical parameters.
-Height: how tall is your Character (defined by their Species)
-Weight: how heavy is your Character (defined by their Species)
-Speed: how many meters can your Character cover with one Action (defined by their Species)
-Morphology: how many and which Locations is your Character made of and the DL to hit them (defined by their Species).
For additional information, see paragraph **2.3 Species** (pag. 23) of this Chapter. of this Chapter.

3) E-Factor: the overall potential of your Character, obtained by adding their ***Species Level (SL)*** and their ***Path Level (PL)*** together (minimum level for each: 1st). During Character creation, all Characters must have the same E-Factor, previously agreed upon with the Narrator, as this is the parameter on which they calibrate the challenges and encounters of the story.
Usually, Characters begin with an E-Factor of 2 (1° Species Level and 1°Path Level).
If you are making a Character with an E-Factor higher than 2, read paragraph **2.9 Creating Advanced Characters** (pag. 160).

4) Species: the type of living being your Character is, their appearance, the habits of their people, as well as their physical characteristics and ecology. The ***Species Level (SL)*** determines the biological potential of your Character, while in the Special section of their Character sheet you must note their unique Species ability.
The Species available during Character creation are listed in the paragraph **2.3 Species** (pag. 23) of this Chapter.

5) Path: your Character's life choices, what they are specialized in, their way of life and what makes them unique.
The ***Path Level (PL)*** is an indicator of how specialized the Character is in their skills, while in the Special section of the sheet you must note the unique ability granted them by their Path.
The Path available during Character creation are listed in the paragraph **2.4 Paths** (pag. 120) of this Chapter.

6) Characteristics and Statistics: every Materian creature (both player and not) is defined by three Characteristics and the Species your Character belongs to defines the score you can assign them.
The Statistics of a Character are derived from their Characteristics.
Characteristics and Statistics are in the paragraph **2.2 Scores** (pag. 21) in this Chapter.

7) Systems: every Materian being is defined by three Systems, ***Immune (IS), Energetic (ES) and Nervous (NS),*** the reserves of points Characters can spend to perform special actions to excel in certain tasks. They also represent the physical state of a Character and are determined by adding two Characteristics together.
Note the System scores of your Character in the large central box on their sheet. When they change, note the loss of ***System Points (SP)*** in the relative spaces (***Hunger, Thirst, Disease, Fatigue, Damage***). Instead of constantly writing and then erasing, we suggest you use dice placed on the marked spaces
Every System features its own space on the sheet to note any negative status effects, described in paragraph **2.2 Scores** in greater detail: ***Weakened (IS), Fatigued (ES), Stressed (NS).***

8) Damage: mark in these sections the intensity of Damage suffered to your Character's Locations as pips.
For additional information on Damage, read paragraph **3.3 Combat** (pag. 176).

9) Skills: the individual specializations of your Character, such Skill Levels, Masteries and the specific Training hours. These values depend on the Character's chosen Species and Path.
For additional information on the type and use of Skills, read paragraph **2.5 Skills** (pag. 138) in this Chapter.

10) Traits: special maneuvers and techniques learned through experience or developed genetically. Traits can be **Learned** or **Genetic** and are unlocked by progressing a Character's **Path** and **Species** Level respectively.
For additional information on Genetic Traits, read paragraph **2.3 Species** (pag. 23), For additional information on Learned Traits, read paragraphs **2.6 Learned Traits** (pag. 143). Both paragraphs are in this Chapter.

11) Equipment: note here any Resources, Food and Artifacts owned or carried by your Character. Weapons and their specifics have a dedicated space.
For additional information on Artifacts, Food and Resources, read **Chapter 4 The World** (pag. 192).

12) Combat: the final values for your attack and defense Actions, for quick reference during action scenes. Nobody likes being forced to do math, right?
For additional information on calculating attack and defense values, read paragraph **3.3 Combat** (pag. 176).

13) Details: any additional details for your Character, from Species or Path related special abilities, to notes on their demeanor or even their backstory.

2.1.2 The choice

"SHOW NO MERCY. THEIR SUFFERING IS IRRELEVANT. STRIKE FAST, STRIKE TRUE AND ONLY WHEN YOU ARE SURE TO INFLICT THE KILLING BLOW. HESITATE NOT."

ARTHROPOID MILITARY MAXIM

Choosing what Character to play is no easy matter, because survival in **XENOSCAPE** depends as much on their skills and traits as it does on their actions.

First of all, then, we recommend reading the many available Species and the Paths they can take, to draw inspiration for their backstory, life goals, temperament and name.

Then, try to weave everything together into this credible and unique backstory: during actual play, it will be the personal touches, as well as the rules and mechanics, to make Character interactions unforgettable, realistic and relevant for the shared narration.

Here are a few examples:

*-**Naledi** is a **Clone** (Species) **Hunter** (Path). Since their awakening, they stood alone against the harsh Materian life and were forced to learn how to fend for themselves much quicker than most. In their first years of life, they specialized in Giant Tardigrades hunting, an amphibious species found in the coasts near their shelter, and learned how to work their hides.*
Naledi is elusive and wary: they trust only those with practical skills and who know the values of teamwork. They use Giant Tardigrade fat to make lanterns and torches and believe their role in the world to be bringing balance to life.
Naledi has blonde dreadlocks, olive skin and blue eyes, as well as numerous bone piercings through their ears, nose, brows and lips.

*-**RoBoxx** is a **Mecha-Suit** (Species) **Scavanger** (Path). It joined a mixed group of humanoids for the energy it needs to survive and with them it learned to explore Materia, hunting after curios and unique artifacts, with a particular taste (some would call it obsession) for Ancient Human relics.*
RoBoxx's thirst for ancient knowledge and lost technology seems to be insatiable; even when it is not after some piece, it shows a methodical and attentive nature with a propensity for cataloging and analysis. RoBoxx is fitted with numerous sensors to detect metals, organic and inorganic substances. This advanced technology is key for its research, so it prefers to be the one to scrounge after combat, rather than the warrior fighting it.
RoBoxx carries a bag full of metal scrap, writings and paintings of which only it knows the meaning, and a sling for self defense, although it greatly prefers to avoid conflict and to lose pursuers thanks to metallic limbs optimized for running and jumping.

2.2 SCORES

The game is based on scores that define the potential of every Character, both player and not.

LEVEL

The progress and the degree of challenge of a Character is determined by values called Levels. The higher the level, the greater the gathered experience and skills.

- **E-Factor**: ranges from 2 to 30 and represents the total power of the Character. It is used by the Narrator to balance encounters for their players (see **Chapter 5 - Stories**) and is obtained by adding together **Species** and **Path** Level.
- **Species Level (SL)**: ranges from 1° to 15° and is an indicator of the Character's genetic and evolutionary progress. As they progress, their **Genetic Traits** and **Characteristics** increase in number (see paragraph **2.8 Progressing a Character**).
- **Path Level (PL)**: ranges from 1° to 15° and is an indicator of the Character's technical or experiential skill. As they progress, their dependent **Learned Traits** and **Skills** increase in number and mastery (see in paragraph **2.8 Progressing a Character**).

CHARACTERISTICS

The points your Character receives from their chosen Species are assigned to these three Characteristics.

- **Body**: the Character's physical prowess and resistance.
- **Reflexes**: the Character's quickness in reacting and their dexterity.
- **Mind**: the Character's intelligence and insight.

Characteristic scores then determine **Systems** and **Statistics** (see below) to make Checks (as per paragraph **3.2 Checks**).
As Characteristics change during the game, so do their related Systems and Statistics.
Each Characteristic determines two Statistics.

Statistics: Statistics are Characteristics derived scores that you will need during the game. There are two types of Statistics per Characteristc. Should the Characteristics change during the game, so the Statistics scores should change accordingly.

BODY

- **Strength**: (+1 for each point over 10; -1 for each point below 6) Strength is added to melee damage (see paragraph **3.3 Combat**).
- **Load**: (5Kg per point) defines how much weight the Character can carry without suffering from it. If the Character carries a weight greater than their Load score, they lose 1ES every hour. If the carried weight is twice or more the Character's Load score, the penalty doubles. Characters cannot physically lift more than three times their Load score without passing a Physical check (see Skill Checks in ***Chapter 3 Rules)***.

REFLEXES

- **Reactivity**: (1 every 6 points) determines the Character's quickness when reacting to danger and the number of Actions they can take out of their Turn (see ***Chapter 3 Rules***).
- **Rapidity**: (+1 every 4 points) determines how quick the Character's reflexes are and is added to the Defense Reactions scores (see paragraph ***3.3 Combat)***.

MIND

- **Cool**: (1 every 2 points) determines the Character's capacity to perform multiple tasks at once and the maximum number of Actions your Character can take during their own Turn (see ***Chapter 3 Rules***).
- **Learning**: (1 for every point above 10) determines the Character's capacity to learn and grants a bonus to learning new Skills (see paragraphs ***2.8 Progressing a Character***).

CREATION:

In Character creation, the choice of Species determines the scores.

After reading how to use them, skip to the specific paragraph in this Chapter to learn how many points your Species allows you to spread between your Character's scores.

Your initial Character's ***E-Factor*** is usually 2 (Species Level 1° + Path Level 1°), although you can create higher level Characters following paragraph **2.9 Creating Advanced** Characters in this Chapter.

This choice is recommended for those who are already familiar with the game.

ADVICE:

Need any clarification on terms or rules?

At any moment, you can consult the index at the end of the book to immediately find the page you are looking for.

Have a nice stay!

Systems

Systems are points (System Points, or SP for short) Characters can spend to improve their chances in taking specific actions and represent the Character's physical conditions. They are calculated with the following formula:

- **Immune System (IS)** = Physical + Mind
  Determines the health of the Character and their fortitude. If reduced below half, the Character suffers +1 Weakened. If 0 the Character suffers 1 Light Damage to a random Location.

- **Energetic System (ES)** = Reflexes + Physical
  Determines the strength and energies of the Character. If reduced below half, the Character suffers +1 Fatigued; if 0, the Character is Immobilized until they recover at least 1 ES.

- **Nervous System (NS)** = Mind + Reflexes
  Determines the mental state of the Character and their ability to focus. If reduced below half, the Character suffers +1 Stressed. If 0, the Character suffers +1 Mental Disorders.

For every System reduced to 0SP, in addition to the above, apply the following:

1 System at 0SP = the Character is Unconscious
2 Systems at 0SP = the Character is Comatose
3 Systems at 0SP = the Character is Dead

Note the maximum for each System score of your Character in the large central space on their sheet. If a Characteristic changes, for whatever reasons, so does the System that depends on it.
If a System temporarily loses points (for example, when taking Actions; see ***Chapter 3 Rules***), note the expense in the proper spaces (Fatigue, Hunger/Thirst or Damage/Disease). As an alternative to writing on and erasing from the sheet, mark spent or remaining points with dice.
Every System also features its own space to note the **Weakened** (IS), **Fatigued** (ES), **Stressed** (NS) negative states in.

Regardless of how a Character recovers SP, they cannot exceed their cap.
(see ***Chapter 3 Rules*** *for more detailed information on the use of SP*).

Morphology

XENOSCAPE's creatures feature unique physical characteristics, as well as diverse limbs and organs.
To keep things simple, body parts are called Locations and are divided by type:

- **Head**: usually, the Location where the creature's brain and most of the sensory organs are located.

- **Torso**: The Location that usually holds lungs, the digestive system and other important organs.

- **Prehensile Limbs**: the limbs the creature uses to manipulate their surroundings.

- **Locomotion Limbs**: the limbs the creature uses to move, such as legs with feet, paws, hooves or wings.

- **Appendices**: limbs unique to a Species, such as tentacles, antennas or other protuberances.

Paragraph ***2.3 Species*** in this Chapter presents all the playable Species and their Locations, while Location specific Damage effects are listed in ***Chapter 3 Rules***.

2.3 SPECIES

Every living creature on Materia belongs to a Species that defines their main genetic characteristics and evolutionary paths.

During Character creation, choose one among the following and distribute its Characteristic scores and Traits accordingly.
The description for every Species lists its customs, the ecology and the physical characteristics of its people.

Every Species features a unique list of Traits to choose from, each one described by Levels that determines which actions they allow to perform or what bonus they confer and increases every 3 Species Levels, or SL.

Species Level simulates the Character's progression along their genetic tree, improving their Species features as they gain experience. For additional information about the SL, see paragraph 2.8 Progressing a Character in this Chapter.

"THE LARGER IT IS, THE MORE CAREFULLY YOU SHOULD LISTEN TO IT"

KYRBIAN PROVERB

READING SPECIES

-Characteristics: split this number between the 3 Characteristics Body, Reflexes and Mind so that it also fits the minimum and maximum values of the chosen Species.

-Traits: lists how many Traits (Genetic or Learned) it is possible to select when choosing that Species. The chosen Traits must then be noted in the relative sections on the character sheet. Each Genetic Trait improves with the Character's SL , while each Learned Trait does so with PL. Some values reported in this section increase depending on the Character's SL or PL. Values listed with "/" must be multiplied by that level. For example, a distance marked as 1m/SL is equal to the Character's SL.

-Dietary Requirements: the Character's daily needs to avoid starving to death.

-Morphology: the Character's Locations and the DL to hit them with an Attack.

-Equipment: the items the Character begins play with expressed by a score we will call Equipment points. The items must be purchased from the Resources, Artifacts and Food lists spending Equipment points according to the following:
1= 1x Common Artifact/Food/Resource
2= 1x Uncommon Artifact/Food/Resource
4= 1x Rare Artifact/Food/Resource
A NOTE: Unique Equipments cannot be purchased during Character creation.

-Speed: how many meters the Character moves with a Movement Action.

-Height/Weight: the average height and weight of the typical specimen of that Species; during Character creation, it is possible to alter the outer appearance of one's character by choosing values within given parameters.

-Natural Weapons: the profile of the Species' natural weapons that has to be noted in the Weapons section of the character sheet.

-Special: note anything unique to the Species in the Details section of the Character sheet.

ARTHROPOID

2.3.1 ARTHROPOID

Kill. Feed. Evolve. Repeat.

For our males, this is life. Our workers expand our hives, our hunters feed our larvae the carcasses of the hive's enemies.

We are only pawns, automated under the relentless pheromones of a divine Queen. We live to defend her at all cost, our own lives only gaining meaning when given to her and the hive. And yet, not all bend to those stern rules.

Others see us as mutants, freaks of nature, when we show the symptoms of the dreaded free will and think outside the pheromones coercion issued by our supposed superiors. We are often hunted, when not simply killed to keep the genetic pool pure.

And here I am, then; a machine of death, raised and trained to serve, suddenly alone and without a goal, wandering aimlessly on Materia. No, I will not forsake my customs, nor I will ever ever cast my code or my pride aside! However, living to the fullest means making one's own choices, unaffected by the conditioning of a genetic dictator.

So, cursed be my carapace if I ever allow anybody other than myself to interfere with my life again! And to those standing in my path I say this; pray that the eternal slumber takes you before I do...

Creation

- ***Characteristics:*** 35 EP (***Body***: MAX 15 MIN 5, ***Reflexes***: MAX 15 MIN 5, ***Mind***: MAX 10 MIN 2)
- ***Traits:*** 1 Genetic Trait
- ***Equipment:*** 0
- ***Morphology:*** Head (DL15), Torso (DL10), Legsx2 (DL12), Armsx2 (DL 12)
- ***Speed:*** 8m/Round (5Km/h)
- ***Height:*** 1,5 m to 2,2m
- ***Weight:*** 35Kg to 80 Kg
- ***Dietary Requirements:*** Arthropoids are carnivores and require 2 Portions (food from animals) +1 of Water every 24 hours.
- ***Natural Weapons:***
  - Claws: 2/7/14
  - Bite : 2/6/13
- ***Special:***
  - ***Carapace:*** Res: +2 to all Locations.
  - ***Metamorphosis:*** when you choose a new Genetic Trait, before applying its bonuses you must enter the metamorphosis state and rest for 2 hours per SL. During that time, your outer layer dries up and you cannot move. At the end of the process, you gain the new Trait features and, before you can enter the Metamorphosis state again, you must have your daily feeding needs satisfied. Your old exoskeleton can be salvaged as useful material (1 Portion of Chitin, +1 every 5SL).

Physiology

We are large, semi-sentient insectoids (only occasionally fully sentient), our exoskeletons covered in chitin and metal alloys in order to bear the weight of our internal organs.
Our physiology depends on our task in the hive. Gatherers have multiple limbs, while hunters and guards sport claws, wings and venomous glands. We gladly adapt to our station, evolving our physical form in continuous metamorphosis. By shedding our previous exoskeleton, we shed our previous life into a new, fundamentally different one.
We bear the colors of our hives, though most favor dark tones, streaked with bright or fluorescent tints.
We are all born male. Only a strict minority develops female traits during their lives: our females are the heart of a new community, reborn as Queens whose pheromones bring immense power over our kind.

Dietary Requirements

Every Arthropoid is carnivore and needs those proteins to feed their organism's continuous secretion of chitin. However, we are not crueler than necessary; the rigid laws of our hives teach us not to kill if our survival does not depend on it.

Ecology

We are one species, even if our customs vary from hive to hive. Some share mutations or colors, but we all respect the functional pheromone laws of the colony because they ensure an efficient and rapid expansion.
Each colony is structured in a strict hierarchy dominated by the Queen and in which every caste enjoys more and better rights than those below. The system is rigid and strictly ruled: every member of the hide, at any moment, lives or dies by the pheromone whim of the sovereign.

Each individual adapts to perform their caste tasks with such focus that they often do not know the skills of their other hive companions.
We communicate with pheromones, sharing ideas directly as feelings. The sounds we make are little more than calls, hisses, low vibrations or droning. Other Sentients can receive our pheromones and partly understand what we mean, although they are obviously incapable of understanding the finer meanings of our language. They rely mostly on sounds and noises and call and tell us by those onomatopeias but it does not bother us.
Those among us cursed with sentience are almost never accepted by the hive and marked as disposable, if not even useless and dangerous for the whole colony. They are forced to choose between hiding their diversity, pretending to be 'normal' for the rest of their lives, or bravely leaving the colony, living for the first time according to their whims and instincts.

Those who tread this path know they will be branded as traitors by the colony and are destined to lead a solitary, aimless, wandering existence on Materia. We do not know what is behind such "awakening", but some even say that particularly cunning Queens use their sentient offspring as sleeper agents outside the colony, ready to do their bidding when the proper pheromone command is given!

Psychology

Arthropoids are subject to the Queen's strong influence until we develop a brain complex enough to have a will of our own.
Since the day we are born, we learn to despise other life forms and look at them with contempt as little more than animals to butcher and feed to our larvae or obstacles to crush for the prosperity of our colony and the pride of our Queen. In spite of this, however, we are capable of friendship and collaboration with other Sentients: you only need to delve deeper than our ferocious and inhuman appearance and you will find loyal companions.
Sadly, as much as we may adapt, the imprinting we are born with is ever present. Warriors answer questions with violence, gatherers seek resources, hide and flee, sentries are capable vanguards in known lands and female hormones - especially, but not just, those of our Queens - still command in all of us innate respect and obedience. A long shadow looming over us since hatching, imprinting forces us to respect the superior castes, to kill, to feed, to evolve and expand according to the unwritten laws of the hive.

Common Arthropoid Names

Blaberus, Ixxirik, Aranea, Labidura, Ephemera, Kt'Kt, Ensiferum, Mantis, Megalon, Bathra, Mortifex, Promethea, Blepharon, Arachne, Aphyd, Thopter, Ophiod, Aghatonchyros, Diphter, Skriit.

ADVICE

All Arthropoid player Characters are male.

Arthropoid society is strictly matriarchal and among the most complex on Materia. When playing one, always keep in mind that the imprinting an Arthropoid is born with is a genetic legacy that pushes them to hold certain behaviors depending on their role in the colony.
However, in spite of such heavy programming, the Arthropoid you will play is gifted with a measure of free will, walking the fine balance between their role in society and fulfilling their true potential.
An Arthropoid Character could be trying to accept his independence without forsaking his species, he must accept solitude and at the same time learn how the dysfunctional and free world of the other Sentients works. His imprinting is, for sure, a useful resource for survival but, at the same time, think about how he feels about being a pre-programmed automaton.

Arthropoids communicate via pheromones, not language.
While interpreting one we recommend to portray the intents and movements of your Characters, rather than speaking from their point of view.

An example:
Laura is playing the Arthropoid Warrior Kt'Kt and decides to warn the group of an impending danger. Since Arhtropoids do not speak in the way other Species do, she says "Kt'Kt snaps with his carapace to draw your attention. His pheromones make you feel dizziness and disgust, as if something gloomy is closing in".
Arthropoids are cold creatures, completely devoid of expression and voice, though not cold hearted killers. Beneath their hard carapace pulse feelings and ideals exactly like any other living being and the conflict between his ingrained sense of duty and the new experiences waiting for him out of the hive can lead your Character on a path of discovery both away from the ferocious colony life as well as back there.

Genetic Traits

The following are the Genetic Traits available to Arthropoids to develop during Metamorphosis or during Character creation. Each of them is associated with a Level that increases every 3 SL. Traits marked with an asterisk are subject to the special rules noted in their detailed description.

TRAITS	EFFECTS
Advanced Metamorphosis	Your Metamorphosis is quicker and your conditions both before and after the process improve.
Antennas	You sense heat signatures.
Aquatic Insect	You breathe underwater and can walk on its surface.
Bioluminescence	Your body can emit light to lure in less intelligent creatures.
Body Hair	You develop hair to protect you from adverse weather.
*Camouflage	Your coloration changes every time you enter Metamorphosis to adapt to your surroundings.
Caustic Blood	Your blood melts what it comes in contact with and grants a modicum of resistance to acid.
Caustic Spray	You can spray caustic substances in defense.
Climber	You can quickly scale any surface.
*Deadly Weapons	Your Natural Weapons inflict greater damage and can spread Infections.
Exceptional Digger	You quickly dig stable tunnels.
*Extra Limbs	You develop an additional pair of prehensile or movement limbs.
Multiple Eyes	Your many eyes grant you a bonus to Initiative and Perception checks.
*Pheromone Glands	Your pheromones can deceive others or make them uncomfortable.
Pincers	You replace a limb with a large pincer to immobilize enemies.
*Poison Glands	Your poison now causes necrosis and induces shock.
*Secretion Glands	Your glands secerne chitin to make Artifacts with.
Special Droning	You have organs that allow you to emit powerful sound bursts.
*Stinger	You grow a stinger either mounted on your tail or retractable.
Strong Leap	Your powerful hind limbs allow you to leap further and higher.
Telluric Sense	You can tell the location of your quarries by sensing vibrations in the ground.
Tireless Worker	Your Load increases and you tire later during prolonged efforts.
Tough Carapace	Your carapace hardens and can be salvaged for more resources.
*Weaving Glands	You can weave spiderwebs to use as traps.
Wings	You grow wings that let you fly.

Advanced Metamorphosis

You cannot understand the sweet death and innervating rebirth that is metamorphosis.

Lvl.1 (SL 1°): Metamorphosis requires half the time. Once per month you can spend 3d6 IS to enter the Metamorphosis state one additional time to replace a Genetic Trait with a new one of your choice.
Lvl.2 (SL 3°): Metamorphosis requires half the time, at the end of which you are not hungry. 2 times per month you can spend 2d6 IS to enter the Metamorphosis state one additional time to replace a Genetic Trait with a new one of your choice.
Lvl.3 (SL 6°): Metamorphosis requires one quarter the time, at the end of which you are not hungry. 2 times per month you can spend 2d6 IS to enter the Metamorphosis state one additional time to replace a Genetic Trait with a new one of your choice.
Lvl.4 (SL 9°): Metamorphosis requires one quarter the time, at the end of which you are not hungry and gain a +1 Morale bonus for as much time. 3 times per month you can spend 1d6 IS to enter the Metamorphosis state one additional time to replace a Genetic Trait with a new one of your choice.
Lvl.5 (SL 12°): you can enter Metamorphosis without requiring to eat beforehand, it lasts an eighth of the time and when it ends you are not hungry and gain a +1 bonus to Morale for as much time. 4 times per month you can spend 1d6 IS to enter the Metamorphosis state to replace a Genetic Trait with a new one of your choice.
Lvl.6 (SL 15°): once per day, you can spend 1d6 to enter the Metamorphosis state, which does not require you to have eaten beforehand, lasts a tenth of its normal time, you are not hungry when it ends and you gain a +2 bonus to Morale for as much time. 4 times per month you can spend 1d6 IS to enter the Metamorphosis state to replace a Genetic Trait with a new one of your choice.

Antennas

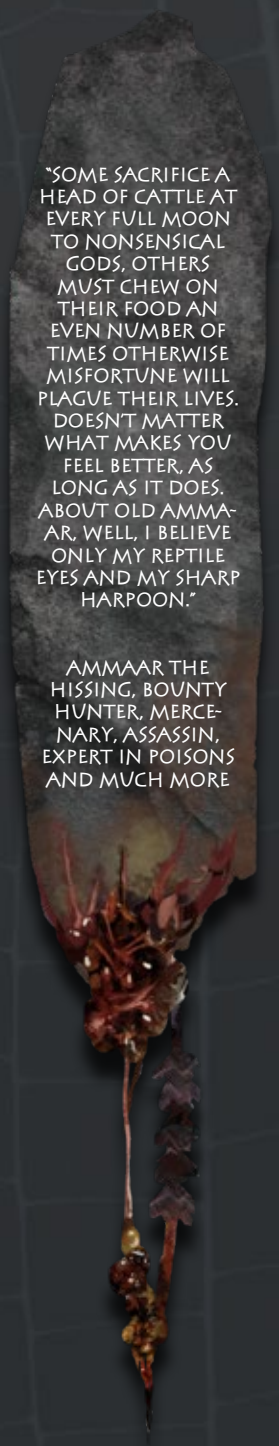
My senses have developed beyond your comprehension. I see what you cannot, I sense what you cannot.

Lvl.1 (SL 1°): as an Action and by spending 1NS in a Round in which you have not moved, you sense heat signatures within 3m/SL for 1 Round/SL. Solid surfaces block this Trait.
Lvl.2 (SL 3°): as an Action and by spending 1NS in a Round in which you have not moved, you sense heat signatures within 6m/SL for 1 minute/SL. Solid surfaces block this Trait.
Lvl.3 (SL 6°): as an Action and by spending 1NS, you sense heat signatures within 10m/SL for 1 minute/SL. Solid surfaces block this Trait.
Lvl.4 (SL 9°): as an Action and by spending 1NS, you sense heat signatures within 20m/SL for 10 minutes/SL. Solid surfaces block this Trait.
Lvl.5 (SL 12°): as an Action or as a Reaction and by spending 1NS, you sense heat signatures within 40m/SL for 20 minutes/SL. Solid surfaces block this Trait.
Lvl.6 (SL 15°): as a Free Action or as a Reaction and by spending 1NS, you can sense heat signatures within 600m+100m per spent NS for 1 hour/SL.

Aquatic Insect

Water will not save you!
We can run on its surface, find you in its depths and chase you until you drown.

Lvl.1 (SL 1°): once per Round you can run over liquid surfaces; you cannot stand still on a liquid surface, otherwise you break superficial tension and fall. You can dive a few centimeters underwater and still breathe normally.
Lvl.2 (SL 3°): you can run over liquid surfaces; you can stand still on a liquid surface for 1Round/SL. You can dive 1m underwater and still breathe normally.
Lvl.3 (SL 6°): you can run over liquid surfaces; you can stand still on a liquid surface for 1minute/SL. You can dive 1m underwater and still breathe normally. You can hold your breath for 1 extra Round per hour spent outside the water.
Lvl.4 (SL 9°): you can move over liquid surfaces and can stand still on them for 10 minutes/SL. You can dive 1m underwater and still breathe normally. You can hold your breath for 1 extra Round per 10 minutes spent outside the water.
Lvl.5 (SL 12°): you can move over liquid surfaces at twice your normal Speed and can stand still on them for 1 hour/SL. You can dive 1m underwater and still breathe normally. You can hold your breath for 1 extra Round per 10 minutes spent outside of water.
Lvl.6 (SL 15°): you can move over liquid surfaces at triple your normal Speed and can stand still on them indefinitely. You can dive 2m underwater and still breathe normally. You can hold your breath for 1 extra Round per minute spent outside of water.



"SOME SACRIFICE A HEAD OF CATTLE AT EVERY FULL MOON TO NONSENSICAL GODS, OTHERS MUST CHEW ON THEIR FOOD AN EVEN NUMBER OF TIMES OTHERWISE MISFORTUNE WILL PLAGUE THEIR LIVES. DOESN'T MATTER WHAT MAKES YOU FEEL BETTER, AS LONG AS IT DOES. ABOUT OLD AMMAAR, WELL, I BELIEVE ONLY MY REPTILE EYES AND MY SHARP HARPOON."

AMMAAR THE HISSING, BOUNTY HUNTER, MERCENARY, ASSASSIN, EXPERT IN POISONS AND MUCH MORE

Bioluminescence

My body glows with light and purpose, to attract prey and partners!

Lvl.1 (SL 1°): as an Action and by spending 1IS, one Location of your body emits light within 3m/SL. Non sentient creatures that can see you are compelled to attack you (resist NS 3) and gain a +1 bonus doing so. You can turn the light off as an Action.
Lvl.2 (SL 3°): as an Action and by spending 1IS, one Location of your body emits light within 5m/SL. Non sentient creatures that can see you are compelled to attack you (resist NS 4) and gain a +2 bonus doing so. You can turn the light off as an Action.
Lvl.3 (SL 6°): as an Action and by spending 1IS every 10 minutes, one Location of your body emits light within 5m/SL. Non sentient creatures that can see you are compelled to attack you (resist NS 4) and gain a +1 bonus doing so. You can turn the light off as an Action or Reaction.
Lvl.4 (SL 9°): as an Action or as a Reaction and by spending 1IS every 10 minutes, one Location of your body emits light within 7m/SL. Non sentient creatures that can see you are compelled to attack you (resist NS 4). You can turn the light off as a Free Action or Reaction.
Lvl.5 (SL 12°): as an Action or as a Reaction and by spending 1IS every hour, one Location of your body emits light within 7m/SL. Non sentient and semi-sentient creatures that can see you are compelled to attack you (resist NS 5). You can turn the light off as a Free Action or Reaction.
Lvl.6 (SL 15°): as a Free Action or as a Reaction and by spending 1IS per hour, one Location of your body emits light within 150m+50m per spent IS. Non sentient and semi-sentient creatures that can see you are compelled to attack you (resist NS 7). You can turn the light off as a Free Action or Reaction.

Body Hair

My body adapted to feel at home under any weather.

Lvl.1 (SL 1°): the effects of high or low temperature (your choice when you evolve this Trait) are reduced by 1 rank. When you undergo a Metamorphosis you can choose to change the resistance type and your hair grows back within 3d6 hours.
Lvl.2 (SL 3°): the effects of high or low temperature (your choice when you evolve this Trait) are reduced by 2 ranks. When you undergo a Metamorphosis you can choose to change the resistance type and your hair grows back within 2d6 hours.
Lvl.3 (SL 6°): the effects of high or low temperature (your choice when you evolve this Trait) are reduced by 2 ranks and radiation effects by 1. When you undergo a Metamorphosis you can choose to change the resistance type and your hair grows back within 1d6 hours.
Lvl.4 (SL 9°): the effects of high or low temperature (your choice when you evolve this Trait) are reduced by 3 ranks and radiation and contact Infection effects by 1. When you undergo a Metamorphosis you can choose to change the resistance type and your hair grows back within 1d6 minutes.
Lvl.5 (SL 12°): the effects of high or low temperature (your choice when you evolve this Trait) are reduced by 4 ranks. The effects of radiation and contact Infections are reduced by 1. When you undergo a Metamorphosis you can choose to change the resistance type and your hair grows back within 1d6 Rounds.
Lvl.6 (SL 15°): the effects of high or low temperature (your choice when you evolve this Trait) are reduced by 5 ranks. The effects of radiation and contact Infections are reduced by 3. When you undergo a Metamorphosis you can choose to change the resistance type and your hair grows back immediately.

*Camouflage

The colors and patterns of my carapace mirror the nature around me. You will find me only when it is too late.
When you develop this Trait, choose an environment type among those described in ***paragraph 4.5 Terrain***.

Lvl.1 (SL 1°): while in the environment of your choice, you gain a +1 bonus when enhancing Stealth checks as long as you stand still. Other creatures suffer a -1 penalty to ranged Attacks against you. When you undergo Metamorphosis, you can adapt your exoskeleton to your surroundings, if you spend an additional hour per SL.
Lvl.2 (SL 3°): while in the environment of your choice, you gain a +2 bonus when enhancing Stealth checks per spent SP. Other creatures suffer a -1 penalty to ranged Attacks against you. When you undergo Metamorphosis, you can adapt your exoskeleton to your surroundings, if you spend an additional hour/SL.

Lvl.3 (SL 6°): while in the environment of your choice, you gain a +2 bonus when enhancing Stealth and Movement checks per spent SP. Other creatures suffer a -1 penalty to ranged Attacks against you. When you undergo Metamorphosis, you can adapt your exoskeleton to your surroundings, if you spend an additional 10minutes/SL.
Lvl.4 (SL 9°): while in the environment of your choice, you gain a +3 bonus when enhancing Stealth and Movement checks per spent SP. Other creatures suffer a -1 penalty to ranged Attacks against you. When you undergo Metamorphosis, you can adapt your exoskeleton to your surroundings, if you spend an additional 10minutes/SL or you can spend 1SI and 1hour/SL.
Lvl.5 (SL 12°): while in the environment of your choice, you gain a +3 bonus when enhancing Stealth and Movement checks per spent SP. Other creatures suffer a -2 penalty to ranged Attacks against you. When you undergo Metamorphosis, you can adapt your exoskeleton to your surroundings, if you spend an additional hour or you can spend 1SI and 10minutes/SL.
Lvl.6 (SL 15°): while in the environment of your choice, you gain a +4 bonus when enhancing Stealth and Movement checks per spent SP. Other creatures suffer a -3 penalty to ranged Attacks against you. When you undergo Metamorphosis, you can adapt your exoskeleton to your surroundings, if you spend 1IS and an additional 2 hours (-10 minutes per additional spent IS).
***SPECIAL**: For additional information on terrain types, read paragraph 4.5 Terrain.*

Caustic Blood

Hack my exoskeleton apart with your weapons and you will die; my hemolymph is acidic and can dissolve anything. Hit me, I dare you!

Lvl.1 (SL 1°): whenever you suffer Medium or Severe Damage, the weapon that dealt it to you suffers 1 Light Damage if its Res is 2 or less.
Lvl.2 (SL 3°): whenever you suffer Medium or Severe Damage, the weapon that dealt it to you suffers 1 Light Damage if its Res is 3 or less. You permanently suffer 1 less Light Damage from acid.
Lvl.3 (SL 6°): whenever you suffer Medium or Severe Damage, the weapon that dealt it to you suffers 2 Light Damage if its Res is 4 or less. You permanently suffer 1 less Light Damage from acid.
Lvl.4 (SL 9°): whenever you suffer Medium or Severe Damage, the weapon that dealt it to you suffers 2 Light Damage if its Res is 5 or less. You permanently suffer 3 less Light Damage from acid.
Lvl.5 (SL 12°): whenever you suffer Damage, the weapon that dealt it to you suffers 2 Light Damage if its Res is 6 or less. You permanently suffer 4 less Light Damage from acid.
Lvl.6 (SL 15°): whenever you suffer Damage, the weapon that dealt it to you suffers 2 Medium Damage if its Res is 6 or less or 1 Light Damage if it is greater than 6. You are immune to acid damage.

Caustic Spray

When I am in danger, my body mixes volatile chemicals and heats them into scorching sprays.

Lvl.1 (SL 1°): once per Round in which you did not move, as an Action and by spending 1IS, you can spray an incandescent fluid on a target within 3m (it is considered a Firearm). On a successful hit, the spray inflicts 1 Light Damage or +1 Pain.

Lvl.2 (SL 3°): once per Round in which you did not move, as an Action or as a Reaction and by spending 1IS, you can spray an incandescent fluid on a target within 6m (it is considered a Firearm). On a successful hit, the spray inflicts 1 Light Damage and +1 Pain.
Lvl.3 (SL 6°): twice per Round in which you did not move, as an Action or as a Reaction and by spending 1IS, you can spray an incandescent fluid on a target within 6m (it is considered a Firearm). On a successful hit, the spray inflicts 1 Light Damage and +1 Pain.
Lvl.4 (SL 9°): twice per Round in which you did not move, as an Action or as a Reaction and by spending 1IS, you can spray an incandescent fluid on a target within 12m (it is considered a Firearm). On a successful hit, the spray inflicts 1 Light Damage and +2 Pain.
Lvl.5 (SL 12°): four times per Round in which you did not move, as an Action or as a Reaction and by spending 1IS, you can spray an incandescent fluid on a target within 12m or at all targets within 1m (it is considered a Firearm). On a successful hit, the spray inflicts 1 Light Damage and +2 Pain.
Lvl.6 (SL 15°): in a Round in which you did not move, as an Action or as a Reaction and by spending 1IS, you can spray an incandescent fluid on a target within 24m or at all targets within 6m (it is considered a Firearm). On a successful hit, the spray inflicts 2 Light Damage and +3 Pain.

*Climber

Our species adapted perfectly to verticality. Regardless of how high off the ground our prey is, it will die!

Lvl.1 (SL 1°): when you roll a Physical: Climbing check, you move at your normal Speed. Choose 1 environment in which difficult terrain does not impede your Movement.
Lvl.2 (SL 3°): when you roll a Physical: Climbing check, you move at your normal Speed. Choose 2 environments in which difficult terrain does not impede your Movement. Once per Round, for the duration of an Action and by spending 1ES, your Speed doubles.
Lvl.3 (SL 6°): when you roll a Physical: Climbing check, you move at your normal Speed. Choose 2 environments in which difficult terrain does not impede your Movement. You gain a +1 Mastery bonus to Climbing checks and twice per Round, for the duration of an Action and by spending 1ES, your Speed doubles.
Lvl.4 (SL 9°): when you roll a Physical: Climbing check, you move at your normal Speed. Choose 3 environments in which difficult terrain does not impede your Movement. You gain a +1 Mastery bonus to Climbing checks and, for the duration of an Action and by spending 1ES, your Speed triples.
Lvl.5 (SL 12°): when you roll a Physical: Climbing check, you move at your normal Speed. Choose 3 environments in which difficult terrain does not impede your Movement. You gain a +2 Mastery bonus to Climbing checks and four times per Round, for the duration of an Action and by spending 1ES, your Speed triples.
Lvl.6 (SL 15°): when you roll a Physical: Climbing check, you move at your normal Speed and do not suffer penalties due to difficult terrain. You gain a +1 Mastery bonus to Climbing checks and four times per Round, for the duration of an Action and by spending 1ES, your Speed quadruples.
SPECIAL**: **For additional information on terrain types, read paragraph 4.5 Terrain.

*Deadly Weapons

I have grown chelicerae and claws sharper than any weapons. Embrace eternal slumber.

Lvl.1 (SL 1°): a Natural Weapon of your choice receives -1 to Damage Scale and inflicts +1 Infection when dealing Medium or Severe Damage.
Lvl.2 (SL 3°): a Natural Weapon of your choice receives -1 to Damage Scale and inflicts +1 Infection when dealing Medium or Severe Damage. Any target you hit with an Attack during a Round in which you Waited is automatically Grappled. By spending a Reaction you can extend the range of any Attack by 1m.
Lvl.3 (SL 6°): a Natural Weapon of your choice receives -2 to Damage Scale and infects +1 Infection when dealing Medium or Severe Damage. Any target you hit with an Attack during a Round in which you Waited is automatically Grappled. By spending a Reaction you can extend the range of any Attack by 1m.
Lvl.4 (SL 9°): a Natural Weapon of your choice receives -2 to Damage Scale and infects +1 Infection when dealing Medium or Severe Damage. Any target you hit with an Attack is automatically Grappled. You can extend the range of any Attack by 1m.
Lvl.5 (SL 12°): a Natural Weapon of your choice receives -3 to Damage Scale and infects +1 Infection when dealing Damage. Any target you hit with an Attack is automatically Grappled. You can extend the range of any Attack by 1m.

Lvl.6 (SL 12°): a Natural Weapon of your choice receives -4 to Damage Scale and infects +1 Infection when dealing Damage. Any target you hit with an Attack is automatically Grappled. You can extend the range of any Attack by 2m.
SPECIAL: when you develop this Trait, choose a pair of Claws or your Bite. The effects of Deadly Weapons apply to that Natural Weapon only. This Trait can be chosen multiple times and every time you can apply it to a different Natural Weapon.

Exceptional Digger

Digging intricate tunnels and nests inside mountains or the depths of the earth is my specialty, the prime duty of the worker caste in a hive.

Lvl.1 (SL 1°): you perform Crafting Actions to dig in 1/2 the time and you can break terrain with a Res higher by 1 than that of the tool you are using.
Lvl.2 (SL 3°): you perform Crafting Actions to dig in 1/2 the time and you can break terrain with a Res higher by 2 than that of the tool you are using. Tunnels and caves dug in this way are automatically stable if shorter than 10m/SL.
Lvl.3 (SL 6°): you perform Crafting Actions to dig in 1/4 the time and you can break terrain with a Res higher by 2 than that of the tool you are using. Tunnels and caves dug in this way are automatically stable if shorter than 50m/SL.
Lvl.4 (SL 9°): you perform Crafting Actions to dig in 1/4 the time and you can break terrain with a Res higher by 4 than that of the tool you are using. Tunnels and caves dug in this way are automatically stable if shorter than 100m/SL.
Lvl.5 (SL 12°): you perform Crafting Actions to dig in 1/8 the time and you can break terrain with a Res higher by 4 than that of the tool you are using. Tunnels and caves dug in this way are automatically stable if shorter than 500m/SL.
Lvl.6 (SL 15°): you perform Crafting Actions to dig in 1/10 the time and you can break terrain with a Res higher by 8 than that of the tool you are using. Tunnels and caves dug in this way are automatically stable.

*Extra Limbs

Multiple limbs are a blessing for creatures with our industrious nature and a sign of great pride among the Hiveborn.

Lvl.1 (SL 1°): you grow an extra pair of limb Locations that can be prehensile or locomotive. These new limbs suffer one less Light, Medium and Severe Damage before suffering the next degree of Damage and do not benefit from your Carapace bonus.
Lvl.2 (SL 3°): you grow an extra pair of limb Locations that can be prehensile (+1 to Grappling checks) or locomotive (+2m Speed). These new limbs suffer one less Medium and Severe Damage before suffering the next degree of Damage and your Carapace grants them only half its Res score.
Lvl.3 (SL 6°): you grow an extra pair of limb Locations that can be prehensile (+1 to Grappling checks) or locomotive (+2m Speed). These new limbs suffer one less Severe Damage before being Destroyed and benefit from your Carapace.
Lvl.4 (SL 9°): you grow an extra pair of limb Locations that can be prehensile (+2 to Grappling checks) or locomotive (+4m Speed).
Lvl.5 (SL 12°): you grow an extra pair of limb Locations that can be prehensile (+2 to Grappling checks) or locomotive (+4m Speed). Once per Round, you can take a Free Action to use these limbs if you have not yet moved.
Lvl.6 (SL 15°): you grow an extra pair of limb Locations that can be prehensile (+4 to Grappling checks) or locomotive (+10m Speed). Once per Round, you can take a Free Action to use these limbs.
SPECIAL: you can develop this Trait multiple times, each growing an extra set of limbs. Limbs grown this way always have DL 12 to be hit.

Multiple Eyes

My head is dotted with thousands of independent sensory organs, so not even the slightest movement escapes me.

Lvl.1 (SL 1°): when you enhance Perception: Observation and Initiative checks, you gain a +1 bonus.
Lvl.2 (SL 3°): when you enhance Perception: Observation and Initiative checks, you gain a +2 bonus instead of +1 per spent SP. You can see in a 360° arc around you.
Lvl.3 (SL 6°): when you enhance Perception: Observation and Initiative checks, you gain a +2 bonus, instead of +1 per spent SP, per spent SP. You can see in a 360° arc around you. You are Focused on Perception checks to see moving targets when you are standing still.

Lvl.4 (SL 9°): when you enhance Perception: Observation and Initiative checks, you gain a +3 bonus, instead of +1 per spent SP, per spent SP. You can see in a 360° arc around you. You are Focused on Perception checks to see moving targets.
Lvl.5 (SL 12°): when you enhance Perception: Observation and Initiative checks, you gain a +3 bonus, instead of +1 per spent SP, per spent SP. You can see in a 360° arc around you. You are Focused on Perception checks to see moving targets and you can use 1 Reaction even when Surprised.
Lvl.6 (SL 15°): when you enhance Perception: Observation and Initiative checks, you gain a +4 bonus, instead of +1, per spent SP. You can see in a 360° arc around you. You are Focused on Perception checks and can still take Reactions even when Surprised.

*Pheromone Glands

Many believe only the pheromones of our Queens hold sway over other living beings. They are wrong. Some of us developed special glands capable of imitating the greatest gift of our mother-goddess.

Lvl.1 (SL 1°): as an Action and by spending 1IS in a Round in which you have not moved, every adjacent creature is affected by a waft of pheromones that can turn them hostile or friendly (resist NS 3).
Lvl.2 (SL 3°): as an Action and by spending 1IS, all creatures within 3m are affected by a waft of pheromones that can turn them hostile or friendly (resist NS 3).
Lvl.3 (SL 6°): as an Action and by spending 1IS, all creatures within 3m are affected by a waft of pheromones that can turn them hostile or friendly (resist NS 4). You gain a +1 bonus when you enhance Initiative checks.
Lvl.4 (SL 9°): as an Action and by spending 1IS, all creatures within 3m are affected by a waft of pheromones that can turn them hostile or friendly (resist NS 4). You gain a +1 bonus when you enhance Initiative checks.
Lvl.5 (SL 12°): as an Action or as a Reaction and by spending 1IS, all creatures within 6m are affected by a waft of pheromones that can turn them hostile or friendly (resist NS 5). You gain a +2 bonus, instead of +1, per SP spent to enhance Initiative checks.
Lvl.6 (SL 15°): as an Action or as a Reaction and by spending 1IS, all creatures within 12m are affected by a waft of pheromones that can turn them extremely hostile or extremely friendly (resist NS 6). You gain a +3 bonus, instead of +1, per SP spent to enhance Initiative checks.
SPECIAL: you can develop an additional Glands Trait every 5SL. For details on the attitude of the targets of your pheromones, see the Interactions entry of paragraph 3.2 Checks.

*Pincers

My pincers are as strong as vices, enough to snap a Shrub in half!

Lvl.1 (SL 1°): one of your hands becomes a pincer (Damage 2/6/13). You lose fine manipulation ability using that limb (you cannot make gestures, perform precise tasks or wield a weapon) but if you hit a smaller target with it during a Round in which you have not moved, your enemy is automatically Grappled.
Lvl.2 (SL 3°): one of your hands becomes a pincer (Damage 2/6/11). You lose fine manipulation ability using that limb (you cannot make gestures, perform precise tasks or wield a weapon) but if you hit a smaller target with it, your enemy is automatically Grappled.
Lvl.3 (SL 6°): one of your hands becomes a pincer (Damage 2/6/11, Reach 2m). You lose fine manipulation ability using that limb (you cannot make gestures, perform precise tasks or wield a weapon) but if you hit a target up to twice your size with it, your enemy is automatically Grappled.
Lvl.4 (SL 9°): one of your hands becomes a pincer (Damage 1/6/11, Reach 2m, +2 Grappling). You lose fine manipulation ability using that limb (you cannot make gestures, perform precise tasks or wield a weapon) but if you hit a target up to twice your size with it, your enemy is automatically Grappled.

Lvl.5 (SL 12°): one of your hands becomes a pincer (Damage 1/5/11, Reach 2m, +2 Grappling, Res 2). You lose fine manipulation ability using that limb (you cannot make gestures, perform precise tasks or wield a weapon) but if you hit a target up to twice your size with it, your enemy is automatically Grappled.
Lvl.6 (SL 15°): one of your hands becomes a pincer (Damage 1/4/10, Reach 3m, +3 Grappling, Res 3). You lose fine manipulation ability using that limb (you cannot make gestures, perform precise tasks or wield a weapon) but if you hit a target up to three times your size with it, your enemy is automatically Grappled.
SPECIAL: this Trait can be developed multiple times, growing each time a different limb into a pincer.

*Poison Glands

We eat what we kill, but that does not make us sadistic murderers. We know mercy. Many of our hunters use a deadly dose of poison to lead their opponents to the eternal slumber without suffering.

Lvl.1 (SL 1°): once per day, by spending 1IS, you can poison a target you hit with your bite (resist IS3), dealing 1 Light Damage to the target Location at the beginning of every Round for 1 Round per point by which they failed the resistance check.
Lvl.2 (SL 3°): twice per day, by spending 1IS, you can poison a target you hit with your bite (resist IS4), dealing 1 Light Damage to the target Location at the beginning of every Round for 1 Round per point by which they failed the resistance check.
Lvl.3 (SL 6°): twice per day, by spending 1IS, you can poison a target you hit with your bite (resist IS4), dealing 2 Light Damage to the target Location at the beginning of every Round for 1 Round per point by which they failed the resistance check. If the target Location is the Head, your target begins suffocating for as many Rounds.
Lvl.4 (SL 9°): 3 times per day, by spending 1IS, you can poison a target you hit with your bite (resist IS6), dealing 2 Light Damage to the target Location at the beginning of every Round for 1 Round per point by which they failed the resistance check. If the target Location is either the Head or the Torso, your target begins suffocating for as many Rounds.
Lvl.5 (SL 12°): 4 times per day, by spending 1IS, you can poison a target you hit with your bite (resist IS7), dealing 2 Light Damage to the target Location at the beginning of every Round for 1 Round per point by which they failed the resistance check. If the target Location is either the Head or the Torso, your target begins suffocating and is Hindered for as many Rounds.
Lvl.6 (SL 15°): by spending 1IS, you can poison a target you hit with your bite (resist IS10), dealing 1 Medium Damage to the target Location at the beginning of every Round for 1 Round per point by which they failed the resistance check. If the target Location is either the Head or the Torso, your target begins suffocating and is Hindered for as many Rounds. If the target fails the resistance check by 5 or more points, they fall Comatose.
SPECIAL: you can develop one Glands Trait every 5SL. If you have the Stinger Trait, you can deliver your poison through the stinger instead.

*Secretion Glands

Our hives are made of intricate, chitinous tunnels teeming with life. Our builders can work chitin even into tools and weapons, as well as buildings!

Lvl.1 (SL 1°): once per week, over the course of 15 minutes and by spending 1IS, you can produce 1 Portion of Chitin that you can use to build items before it hardens after 1 hour.
Lvl.2 (SL 3°): twice per week, over the course of 15 minutes and by spending 1IS, you can produce 1 Portion of Chitin that you can use to build items before it hardens after 2 hours.
Lvl.3 (SL 6°): twice per week, over the course of 1 minute and by spending 1IS, you can produce 1 Portion of Chitin that you can use to build items before it hardens after 4 hours.

Lvl.4 (SL 9°): four times per week, over the course of 1 minute and by spending 1IS, you can produce 1 Portion of Chitin that you can use to build items before it hardens after 8 hours.
Lvl.5 (SL 12°): 5 times per week, as an Action and by spending 1IS over the course of a Round in which you have not moved, you can produce 1 Portion of Chitin that you can use to build items before it hardens after 12 hours.
Lvl.6 (SL 15°): 10 times per week, as an Action and by spending 1IS, you can produce 1 Chitin Portion that can be modeled within 24 hours, before it hardens.
SPECIAL: you can develop one Glands Trait every 5SL.

Special Droning

We are not just ruthless soldiers, but predators first and foremost. We know how to tire our prey out before delivering it the eternal slumber and some of us can vibrate their exoskeleton with gruesome results.

Lvl.1 (SL 1°): by spending 1ES during a Round in which you did not move, you emit a sound that causes all targets within 6m/SL to be Distracted on Perception: Listening checks and grants you a +2 bonus, instead of +1 per spent SP, when you spend them to enhance Music checks. You can keep emitting this sound for 1min/SL.
Lvl.2 (SL 3°): by spending 1ES you emit a sound that causes all targets within 6m/SL to be Distracted on Perception: Listening checks and grants you a +2 bonus, instead of +1 per spent SP, when you spend them to enhance Music checks. You can keep emitting this sound for 10min/SL. Once per day, by spending 1 Action and 1IS in a Round in which you have not moved, you can emit a sound wave that hits all targets within 1m, who are Stunned per 1 Round for every point by which they fail the resistance check (NS2).
Lvl.3 (SL 6°): by spending 1ES you emit a sound that causes all targets within 10m/SL to be Distracted on Perception: Listening checks and grants you a +3 bonus, instead of +1 per spent SP, when you spend them to enhance Music checks. You can keep emitting this sound for 10min/SL. Once per day, by spending 1 Action and 1IS in a Round in which you have not moved, you can emit a sound wave that hits all targets within 3m, who are Stunned per 1 Round for every point by which they fail the resistance check (NS2).
Lvl.4 (SL 9°): by spending 1ES you emit a sound that causes all targets within 10m/SL Distracted on Perception: Listening checks and grants you a +3 bonus, instead of +1 per spent SP, when you spend them to enhance Music checks. You can keep emitting this sound for 1 hour/SL. Three times per day, by spending 1 Action and 1IS in un Round in which you have not moved, you can emit a sound wave that hits all targets within 3m, who are Stunned for 1 Round per point by which they fail the resistance check (NS3).
Lvl.5 (SL 12°): by spending 1ES you emit a sound that causes all targets within 10m/SL Distracted on Perception: Listening checks and grants you a +3 bonus, instead of +1 per spent SP, when you spend them to enhance Music checks. You can keep emitting this sound for 1 hour/SL. Three times per day, by spending 1 Action and 1IS in un Round in which you have not moved, you can emit a sound wave that hits all targets within 3m, who are Stunned for 1 Round per point by which they fail the resistance check (NS3).
Lvl.6 (SL 15°): by spending 1ES you emit a sound that causes all targets within 250m+50m per spent ES to be Distracted on Perception: Listening checks and grants you a +4 bonus, instead of +1 per spent SP when you spend them to enhance Music checks. You can keep emitting this sound indefinitely. Once per Round, by spending 1 Action and 1IS, you can emit a sound wave that hits all targets within 10m, who are Stunned for 1 Round per point by which they fail the resistance check (NS7) or Unconscious if they fail the check by 5 or more.

*Stinger

Some of my kin choose to kill with one swift strike, the plunge of a long, razor sharp injector needle.

Lvl.1 (SL 1°): you receive a Stinger Natural Weapon (2/6/13, +1 Piercing), protruding from your Torso with which you can attack only Grappled creatures.
Lvl.2 (SL 3°): you receive a Stinger Natural Weapon (2/6/12, +2 Piercing), protruding from your Torso with which you can attack only Grappled creatures.You can retract the stinger into your body as an Action (if you extract the stinger to Attack a Surprised target, you are considered Focused on it). Alternatively, you can choose to grow a Tail Location, DL 12 to hit it, 1m Reach and the stinger on it is not retractable.
Lvl.3 (SL 6°): you receive a Stinger Natural Weapon (2/5/11, +2 Piercing), protruding from your Torso with which you can attack only Grappled creatures. You can retract the stinger into your body as an

Action or as a Reaction (if you extract the stinger to Attack a Surprised target, you are considered Focused on it). Alternatively, you can choose to grow a Tail Location, DL 13 to hit it, +1m Reach and the stinger on it is not retractable.

Lvl.4 (SL 9°): you receive a Stinger Natural Weapon (1/5/11, +3 Piercing), protruding from your Torso with which you can attack only Grappled creatures. You can retract it into your body as an Action or as a Reaction (if you attack right after deploying your Stinger, you are considered Focused). Alternatively, you can choose to grow a Tail Location,DL 13 to hit it, +2m Range and the stinger on it is not retractable.

Lvl.5 (SL 12°): you receive a Stinger Natural Weapon (1/4/10, +3 Piercing), protruding from your Torso with which you can attack only Grappled creatures. You can retract it into your body as an Action or as a Reaction (if you attack right after deploying your Stinger, you are considered Focused). Alternatively, you can choose to grow a Tail Location,DL 14 to hit it, +2m Range and the stinger on it is not retractable.

Lvl.6 (SL 15°): you receive a Stinger Natural Weapon (1/4/9, +5 Piercing), protruding from your Torso with which you can attack only Grappled creatures. You can retract it into your body as an Action or as a Reaction (if you attack right after deploying your Stinger, you are considered Focused). Alternatively, you can choose to grow a Tail Location,DL 14 to hit it, +4m Range and the stinger on it is not retractable.

SPECIAL: if you develop the Poison Glands Trait you can choose whether to have it placed in your mouth or the stinger. This Trait can be evolved several times and each time you grow another stinger.

Strong Leap

My hind legs allow me to flee from danger... or to slip unnoticed behind an enemy, ready to strike!

Lvl.1 (SL 1°): when you enhance a Physical: Jumping Action, you gain a +2 bonus per spent SP, instead of +1. The amount of Light Damage your locomotion limbs can suffer before it turns into Medium increases by 1.

Lvl.2 (SL 3°): when you enhance a Physical: Jumping Action, you gain a +2 bonus per spent SP, instead of +1. The amount of Light Damage your locomotion limbs can suffer before it turns into Medium increases by 1.

Lvl.3 (SL 6°): when you enhance a Physical: Jumping Action, you gain a +2 bonus per spent SP, instead of +1 and do not suffer penalties when not taking a running jump. The amount of Light Damage your locomotion limbs can suffer before it turns into Medium increases by 1 and so does the amount needed to turn 1 Medium Damage into a Severe one.

Lvl.4 (SL 9°): when you enhance a Physical: Jumping Action, you gain a +3 bonus per spent SP, instead of +1 and do not suffer penalties when not taking a running jump. The amount of Light Damage your locomotion limbs can suffer before it turns into Medium increases by 1 and so does the amount needed to turn 1 Medium Damage into a Severe one and to turn a Severe Damage into a Destroyed Location. Attacks made with your hind legs gain a +1 Strength bonus.

Lvl.5 (SL 12°): when you enhance a Physical: Jumping Action, you gain a +3 bonus per spent SP, instead of +1 and do not suffer penalties when not taking a running jump. The amount of Light Damage your locomotion limbs can suffer before it turns into Medium increases by 1 and so does the amount needed to turn 1 Medium Damage into a Severe one. Attacks made with your hind legs gain a +2 Strength bonus.

Lvl.6 (SL 15°): when you enhance a Physical: Jumping Action, you gain a +5 bonus per spent SP, instead of +1, and do not suffer penalties when not taking a running jump. The amount of Damage your locomotion limbs can suffer before it turns into the following rank of severity increases by 3 for Light, 2 for Medium and 1 for Severe. Attacks made with your hind legs gain a +4 Strength bonus.

Telluric Sense

I can sense even the faintest shifting in the ground, both near and far.

Lvl.1 (SL 1°): as an Action in a Round in which you did not move and by spending 1NS, as long as you stand still you feel the presence of targets within 6m/SL that are moving on the ground (but neither their number nor their exact position) that weigh no less than 10Kg. You can activate this feature for 1Round/SL.

Lvl.2 (SL 3°): as an Action and by spending 1NS, as long as you stand still, you feel either the number or exact position of targets within 6m/SL that are moving on the ground and weigh no less than 10Kg and are within 6m/SL. You can activate this feature for up to 1 Round/SL.

Lvl.3 (SL 6°): as an Action and by spending 1NS, you feel either the number or exact position of targets within 10m/SL that are moving on the ground and weigh no less than 5Kg. While using this feature, your Speed is halved. You can activate this feature active for 1 minute/SL.

Lvl.4 (SL 9°): as an Action and by spending 1NS, you feel the exact amount and position of targets within 10m/SL that are moving on the ground or along vertical surfaces and weigh no less than 1Kg. While using this feature, your Speed is halved. You can activate this feature for 1 minute/SL.
Lvl.5 (SL 12°): as an Action and by spending 1NS, you feel the exact amount and position of targets within 20m/SL that are moving on the ground or along vertical surfaces and weigh no less than 1Kg. You can activate this feature for 10 minutes/SL.
Lvl.6 (SL 15°): as an Action and by spending 1NS you sense the presence, number and precise position of targets of any weight moving on the ground or along vertical surfaces within 300m +100m per spent ES. You can activate this feature for 4 hours + 1 per spent NS.

Tireless worker

We are the working caste backbone. Our natural adrenals grant us untold strength and stamina!

Lvl.1 (SL 1°): it takes double the time to get yourself exhausted. Your Load increases by 5Kg/SL.
Lvl.2 (SL 3°): it takes double the time to get yourself exhausted. Your Load increases by 5Kg/SL. You gain a +1 bonus when enhancing an Attack: Grappling check.
Lvl.3 (SL 6°): it takes four times the time to get yourself exhausted. Your Load increases by 10Kg/SL. You gain a +1 bonus when enhancing an Attack: Grappling check and you consider the Fatigued and Weakened conditions 2 points lower.
Lvl.4 (SL 9°): it takes four times the time to get yourself exhausted. Your Load increases by 10Kg/SL. You gain a +2 bonus instead of +1 per spent SP when enhancing an Attack per spent SP: Grappling check and you consider the Fatigued and Weakened conditions 3 points lower.
Lvl.5 (SL 12°): it takes six times the time to get yourself exhausted. Your Load increases by 15Kg/SL. You gain a +2 bonus instead of +1 per spent SP when enhancing an Attack per spent SP: Grappling check and you consider the Fatigued and Weakened conditions 5 points lower.
Lvl.6 (SL 15°): it takes ten times the time to get yourself exhausted. Your Load increases by 250kg+50kg per spent ES every hour. You gain a +4 bonus, instead of +1 per spent SP, when enhancing an Attack: Grappling check and you consider the Fatigued and Weakened 10 points lower.

Tough Carapace

My exoskeleton is made of indestructible chitin! Have at me, I fear no weapons!.

Lvl.1 (SL 1°): your Carapace provides you an additional Res+2 bonus. When you enter Metamorphosis you obtain 1 extra Chitin Portions (you receive 1 during Character creation).
Lvl.2 (SL 3°): your Carapace provides you an additional Res+3 bonus. When you enter Metamorphosis you obtain 1 extra Chitin Portions (you receive 2 during Character creation). As an Action you can curl into a ball: you cannot move or see outside but you receive an additional Res+2.
Lvl.3 (SL 6°): your Carapace provides you an additional Res+4 bonus. When you enter Metamorphosis you obtain 2 extra Chitin Portions (you receive 3 during Character creation). As an Action you can curl into a ball: you cannot move or see outside but you receive an additional Res+3.
Lvl.4 (SL 9°): your Carapace provides you an additional Res+5 bonus. When you enter Metamorphosis you obtain 2 extra Chitin Portions (you receive 4 during Character creation). As an Action or as a Reaction you can curl into a ball: you cannot move or see outside but you receive an additional Res+4.
Lvl.5 (SL 12°): your Carapace provides you an additional Res+6 bonus. When you enter Metamorphosis you obtain 3 extra Chitin Portions (you receive 5 during Character creation). As an Action or as a Reaction you can curl into a ball: you cannot move or see outside but you receive an additional Res+4.
Lvl.6 (SL 15°): your Carapace provides you an additional Res+4 bonus. When you enter Metamorphosis you obtain 4 extra Chitin Portions (you receive 6 during Character creation). As an Action or as a Reaction you can curl into a ball: you can move at half your Seed score but you receive an additional Res+5 and are immune to the Piercing ability.

*Weaving Glands

Our most skilled hunters can weave beautiful and deadly webs to trap their prey.

Lvl.1 (SL 1°): 2 times per day, over the course of 1 minute and by spending 1IS, you weave a 2x2 meters web with at least two points of anchorage or over a target, Hindering them. In order to break free, they must pass a DL 10+2d6 Physical check.
Lvl.2 (SL 3°): 3 times per day, over the course of 1 minute and by spending 1IS, you weave a 4x4 meters web with at least two points of anchorage or over a target, Hindering them. In order to break free, they must pass a DL 10+3d6 Physical check. In order to notice the web, a creature must pass a DL 5+1/SL Perception: Observation check.
Lvl.3 (SL 6°): 5 times per day, as 1 Action during a Round you have not moved and by spending 1IS, you weave a 4x4 meters spider web with at least two points of anchorage or over a Grappled target, Paralyzing them. In order to break free, they must pass a DL 10+3d6 Physical check. In order to notice the web, a creature must pass a DL 5+1/SL Perception: Observation check.
Lvl.4 (SL 9°): 5 times per day, as 1 Action during a Round you have not moved and by spending 1IS, you weave a 4x4 meters spider web with at least two points of anchorage, over a Grappled target, or over a a target within 6m (it is considered as a Thrown Weapon), Paralyzing them. In order to break free, they must pass a DL 15+2d6 Physical check. In order to notice the web, a creature must pass a DL 7+1/SL Perception: Observation check.
Lvl.5 (SL 12°): 10 times per day, as an Action and by spending 1IS, you weave a 6x6 meters spider web with at least two points of anchorage or over a Grappled target or over a target within 12m (it is considered a Thrown Weapon). The target is now Paralyzed and starts choking. In order to break free, they must pass a DL 16+2d6 Physical check. In order to notice the web, one must pass a DL 7+1/SL Perception: Observation check.
Lvl.6 (SL 15°): as an Action and by spending 1IS, you weave a 12x12 meters spider web with at least two points of anchorage or over a Grappled target or over a target within 25m (it is considered a Thrown Weapon). The target is now Paralyzed and starts choking. In order to break free, they must pass a DL 20+2d6 Physical check. In order to notice the web, one must pass a DL 25 Perception: Observation check.
SPECIAL: you can develop one Glands Trait every 5SL.

WINGS

We can do what other species only dream of.

Lvl.1 (SL 1°): you grow two extra Locations (wings) with Res: -3. As an Action, you can fly 3m/SL but cannot hover.

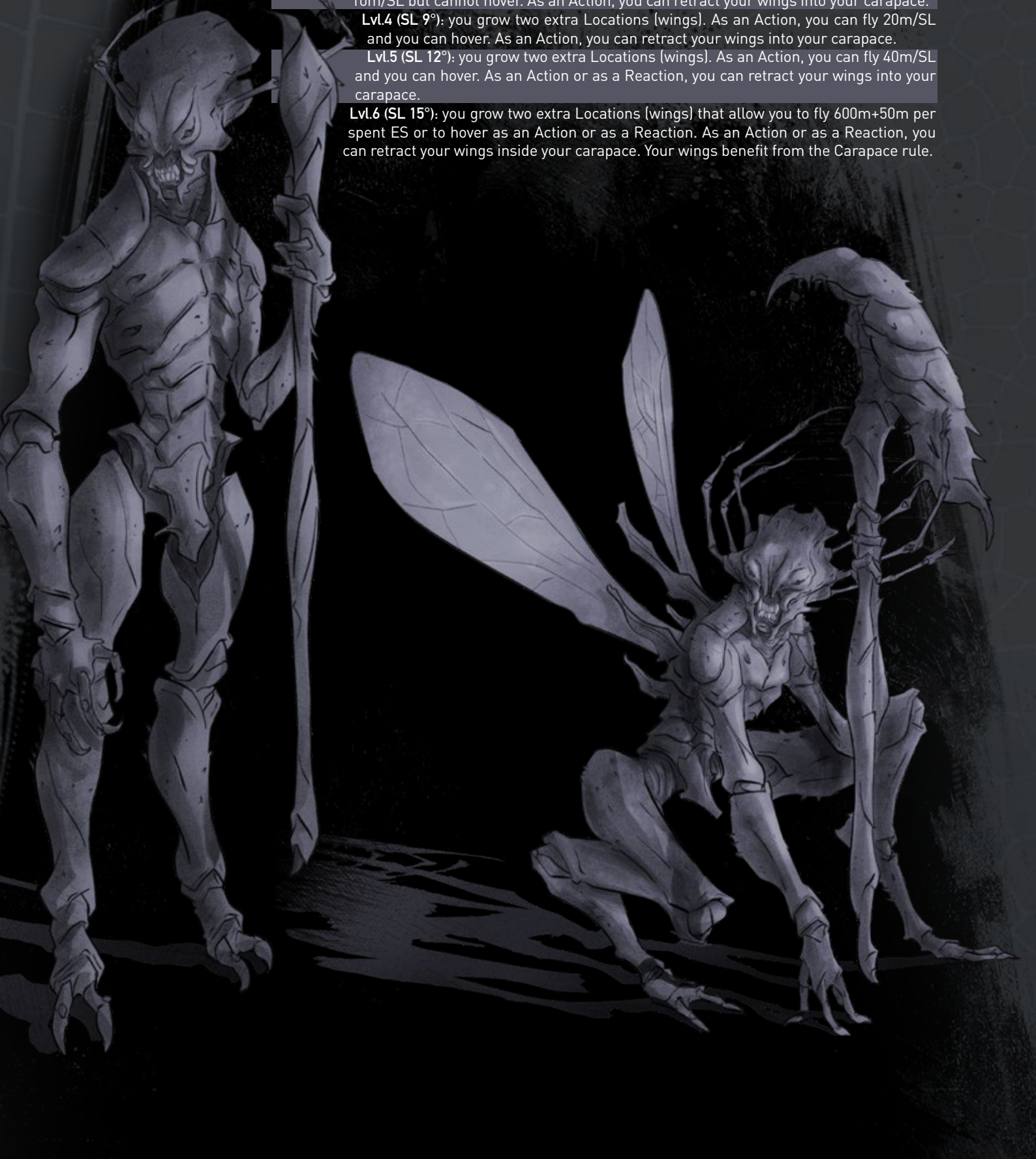
Lvl.2 (SL 3°): you grow two extra Locations (wings) with Res: -2. As an Action, you can fly 6m/SL but cannot hover.

Lvl.3 (SL 6°): you grow two extra Locations (wings) with Res: -1. As an Action, you can fly 10m/SL but cannot hover. As an Action, you can retract your wings into your carapace.

Lvl.4 (SL 9°): you grow two extra Locations (wings). As an Action, you can fly 20m/SL and you can hover. As an Action, you can retract your wings into your carapace.

Lvl.5 (SL 12°): you grow two extra Locations (wings). As an Action, you can fly 40m/SL and you can hover. As an Action or as a Reaction, you can retract your wings into your carapace.

Lvl.6 (SL 15°): you grow two extra Locations (wings) that allow you to fly 600m+50m per spent ES or to hover as an Action or as a Reaction. As an Action or as a Reaction, you can retract your wings inside your carapace. Your wings benefit from the Carapace rule.



CLONES

2.3.2 CLONES

Neither sons nor daughters: all we know is our soft bodies.

Awoken, never born, shells spat out by mechanical wombs: we are the last, useless remains of an unknown civilisation - maybe gods, maybe fools, maybe ancestors of the world we know today. We are identical and defined only by the incessant march of time. Not a tribe like the Squamata, not a people like the Shrubs, we do not have traditions or tales to hand down in Rhapsodes tales.

We are only a few, lost and alone. When we meet another of our own kind, we are both attracted to and horrified by mutual contact, the other person a mirror reflecting an image both familiar and unknown. However, when contact breaks, we are alone; so we are born, so we will die.

Trifrost gene-savants claim that, when two of us with opposing sexual traits meet, a new creature might eventually be born and develop into an adult Clone - one like us, but different.
Claiming we are not the infertile species we evidently are, one destined to be infinitely reborn into the same form and never to leave any trace of the growth of hearts and minds, goes contrary to common experience. We are transient beings brought on Materia to live beyond it, not to leave descendants on it, and some even refuse to call us a Species or creature.

We often fall asleep staring at the stars in the endless sky and our minds fill with thoughts of far away worlds and universes, of other lives lived by similar creatures, perhaps in other eras.
But maybe it is all just our fervent imagination, the same one many creatures think indecent.

At times, some of our dreams seem so absurd that they lose any shred of sense or contact with reality, conveying symbols of long lost meaning and only rarely found on the ruins of the ancient world.

But, as the Law of the Living demands, none is allowed to decipher those ancient, ominous enigmas.

Creation

- ***Characteristics:*** 30 EP (***Mind***: MAX 13 MIN 5, ***Reflexes***: MAX 13 MIN 5, ***Mind***: MAX 16 MIN 5)
- ***Traits:*** 1 Learned Trait (any) / 1 Genetic Trait
- ***Equipment:*** 3
- ***Morphology:*** Head (DL15), Torso (DL10), Legs x2 (DL12), Arms x2 (DL 12)
- ***Speed:*** 8m/Round (5Km/h)
- ***Height:*** 1,5 m to 2m
- ***Weight:*** 50Kg to 100 Kg
- ***Dietary Requirements:*** you are omnivore and need 1 Portion (animal or vegetal food) + 1 Portion of Water every 24 hours.
- ***Natural Weapons:***
  - Fists 3/8/15
- ***Special***
  - ***Adaptive:*** you receive 1 Skill Level and then +1 Skill Level per 2 SL beyond 1st.
  - ***Access Port:*** you possess universal access ports for encrypted connections with computers and technological devices of any kind. The time needed to form a bond with a Mecha-Suit is halved.

Physiology

All Clones are bipedal. A skeleton bears our flesh, covered in soft, hairless skin. Our thin limbs feature hands with five frail fingers, of which the thumb is opposable. We are weaker than most but partially compensate for this evolutionary disadvantage with specialized tools. We do not grow much, we are born already developed, but over the course of our lives we still experience mutations of which we do not know the cause.

We are comfortable in temperate climates and can adapt to wildly varying temperatures, thanks to our efficient thermo-regulation system, although many of the other Materian creatures never waste an occasion to tell us how gross and unbearably acrid our sweat is.
We require oxygen to breathe, see through two eyes on the front of our skull and boast 36 teeth of different shape, to chew on softer foods but of barely any use in combat. One could say the same of the rest of our physiology, because we are not gifted with natural weapons. Preparation, collaboration and tools are the only way we know to survive a fight with the majority of creatures of Materia.

When we crawl out of the mud we do not show sexual traits, but throughout our lives some of us develop reproductive instincts, as well as gender identity and physical sexual traits.
In spite of this, we cannot reproduce and even if the claim of a minority of those among us who are sexed being fertile was true, it is extremely unlikely even to meet another clone gifted with both the same rare faculty and a reproductive system complimentary to one's own.

For all intents and purposes, we are considered by both ourselves and others a sterile species, whose members are not born but awakened to crawl out of their capsules. It is common opinion that the number of Clones over Materia, including both awaken and slumbering, not only cannot increase but will eventually dwindle into oblivion.

The day the last Clone dies, the last biological evidence of the very existence of our ancient creators will follow them.

Dietary Requirements

We are omnivores and can adapt our diet to fit almost anything we have available.
We do not digest all types of vegetables, however, and we make more efficient use of cooked food. In fact, in many cases we benefit from something only if properly cooked. As much as the other Species may find this ridiculous, most have learned to appreciate our culinary skills and, whether they like to admit it or not, are much less willing to eat raw food after they have experienced our culinary skills.

It is in fact told of Clone prisoners who not only had their lives spared due to their skill as cooks, but even attained positions of significance in their captors societies.

Ecology

Clones are born alone, in ancient human incubation capsules. When, for reasons still unknown, they activate, they leave their subterranean shelters giving us life and releasing us onto Materia without directives more specific than what is written in our genome and the same reduced set of linguistic and manual skills.

The capsule is our only initial family: some choose to live in it for as long as they can, while others dismantle it into crude tools for survival. Sooner or later, we are all forced to explore the world around us, to experience it and find the necessary for our difficult survival.

To some extent, we all remember images, sensations and thoughts over which we have no control, but that gradually shape a contorted and deep psychology. It is from that swirling chaos that we fashion the language we speak and, often, even our strange names, of which most of the time we do not know the meaning.

ADVICE

Clones can develop only Traits that are related to their personality, instead of actual genetic mutations with the exception of sexual traits. When they are released from their biocapsule, the Character does not yet possess a proper personality, which instead forms piece by piece during game time.

Once your Character gains Genetic Traits, you should do your best to incorporate them when interpreting your Character to develop the initial generic clone into a fully formed human being.

Each of us builds a different relationship with the chaos in their head. As our personalities evolve, we spend much of our energy in this constant struggle with our confusing selves.
At times we feel extraordinarily and inexplicably intense joy or desperation when something resonates with the secrets of these buried memories.
Even if we are often more than happy to work with other Sentients, they look at us with suspicion with the excuse that our mood shifts are a threat to most groups.

We are capable of greater introspection, abstraction and reflection than most other Species that we harness into peerless inventions, works of art, clothing and mechanical constructs, maybe matched only by the Squamata.

Psychology

We are simple, similarly undefined beings from birth and yet we are known to develop unique character traits. We come into this world as tabulae rasae incapable of feeling and totally indifferent to what surrounds us.

However, some of the knowledge and memories burn in our genes surfaces more and more often as we live, faint echoes of the past melding into our ever developing behaviors and incoherent but unique minds. The result is at times disconcerting, at times fascinating, most often dysfunctional.

Such constant evolution allows us to develop many, if not all, the unique traits of the ancient and extinguished human race, the same that, according to Rhapsode tales, led it to greatness and eventually to its downfall. If Clones can claim even just one thing over the other Sentients is possessing - or so we believe - the widest range of emotions.

On the other hand, other Species, so well adapted to the daily struggle for survival, look to us as moved by much baser instincts and primal needs.

Common Clone Names

John Doe, Softpeel, Sophia, Strongarm, Vitruv, Messiah, Nessuno, Eva, Miles, Negidio, Prometheus, Omen, Fivefinger, Ego, Aenima, Luna, Abraham, Bo, Nescio, Prophet, Adam, Whiteyes.

Genetic Traits

The following are the Genetic Traits available to Clones who, unlike other Species, can choose only among behavioral Traits to shape their personality throughout play.
Each of them is associated with a Level that increases every 3 SL.
Some Traits are marked with an asterisk, meaning they are subject to the special, unique rules reported just after their description.

TRAITS	EFFECTS
*Aggressive	You gain a Strength bonus when angered.
*Betrayer	You gain a bonus to checks towards people you have lied to.
*Calculating	When you Wait or Train, you gain a bonus, but you lose Cool.
*Compassionate	You grant additional bonuses to characters you Help.
*Conformist	You gain a bonus to Interactions if you respect the local customs.
*Coward	You gain a bonus when you are far away from enemies.
Creative	You gain a bonus to build new things and to Learn Technical and Art Skills.
*Empath	You gain a bonus to Empathy checks.
*Enthusiastic	You shake off negative Conditions and gain greater Morale bonuses.
Forged Memories	You gain variable bonus every day, that will eventually lead to psychosis.
*Heroic	You gain a bonus to resist Fear and you can infuse courage in your companions.
*Hot-headed	You gain a bonus to Initiative and can take additional Free Actions in the first Round of a scene.
Inquisitive	You gain a bonus to Search Actions and to learn how things work.
*Introspective	You recover more when Resting and when developing Genetic Traits.
*Loner	You gain a bonus to checks when alone.
*Loyal	You gain a bonus to resist against effects that would compel you to act against allies to whom you have made a promise.
*Nihilist	You gain a bonus to checks when you suffer Damage or negative Conditions.
*Pacifist	You gain a bonus towards people you have not had aggressive behaviors towards.
*Rebel	You gain a bonus to resist on NS, Cool and to opposed checks.
*Sadistic	You gain a bonus when you deal Damage or inflict negative Conditions to others.
*Savant	You gain a bonus to Learning and Mind checks but suffer penalties in social occasions.
Sexual Organs	You develop sexual traits and receive a bonus that depends on your hormones.
*Skeptical	You gain a bonus to Perception and to resist on NS.
*Social	You gain a bonus to Persuade individuals you do not know and Resting with other people.
*Spiritual	You recover more when meditating and receive a bonus to resist on NS.

*Aggressive

I am prone to wrath, I despise social life and rely on violence to carry me through conflicts.

Lvl.1 (SL 1°): as an Action, spending 1NS and not moving for the Turn, you can gain a +1 Strength bonus on all attacks. You cannot use Reactions until the end of the Round. You can use this feature only once per Round.
Lvl.2 (SL 3°): as an Action, spending 1 SP and taking a -2 Reactivity penalty you can gain a +2 Strength bonus on all attacks, until the end of the Turn. You can use this feature twice per Round.
Lvl.3 (SL 6°): as an Action and by taking a -2 Reactivity penalty you can gain a +3 Strength bonus on all attacks, until the end of the Turn. You can use this feature twice per Round.
Lvl.4 (SL 9°): as an Action and by taking a -1 Reactivity penalty you can gain a +3 Strength bonus on all attacks, until the end of the Turn. You can use this feature twice per Round.
Lvl.5 (SL 12°): as an Action and by taking a -1 Reactivity penalty you can gain a +4 Strength bonus on all attacks, until the end of the Turn. You can use this feature three times per Round.
Lvl.6 (SL 15°): as an Action, you can gain a +5 Strength bonus on all attacks until the end of the Turn. You do not have limits to how many times you can use this feature every Round.
SPECIAL: you cannot develop the Pacifist Trait.

*Betrayer

I feel no remorse in selling even the dearest friend out, as long as there is something valuable in it for me.

Lvl.1 (SL 1°): when you enhance a check targeting somebody you successfully lied to within the previous minute, you gain a +1 bonus.
Lvl.2 (SL 3°): when you make a check targeting somebody you successfully lied to within the previous 10 minutes, you gain a +1 bonus.
Lvl.3 (SL 6°): when you make a check targeting somebody you successfully lied to within the previous 10 minutes, you gain a +2 bonus.
Lvl.4 (SL 9°): when you make a check targeting somebody you successfully lied to within the previous 4 hours, you gain a +2 bonus.
Lvl.5 (SL 12°): when you make a check targeting somebody you successfully lied to within the previous 4 hours, you gain a +3 bonus.
Lvl.6 (SL 15°): when you make a check targeting somebody you successfully lied to within the previous 24 hours, you gain a +4 bonus. You are also Focused on Initiative checks when the target is present.
SPECIAL: you cannot develop the Loyal Trait.

*Calculating

Everything has an explanation and our intellect allows us to face every situation with firm logic and measured calculation.

Lvl.1 (SL 1°): you gain a +1 bonus to Initiative when you Wait and to AV when you choose to double the time required to perform any check. You also receive a +1 Learning bonus but suffer a -2 Cool penalty.
Lvl.2 (SL 3°): you gain a +2 bonus to Initiative when you Wait and to AV when you choose to double the time required to perform any check. You also receive a +2 Learning bonus but suffer a -2 Cool penalty.
Lvl.3 (SL 6°): you gain a +2 bonus to Initiative when you Wait and to AV for each time you choose to double the time required to perform any check. You also receive a +2 Learning bonus but suffer a -1 Cool penalty.
Lvl.4 (SL 9°): you gain a +3 bonus to Initiative when you Wait and to AV for each time you choose to double the time required to perform any check. You also receive a +3 Learning bonus but suffer a -1 Cool penalty.
Lvl.5 (SL 12°): you gain a +3 bonus to Initiative when you Wait or take an Action and to VA for each time you choose to double the time required to perform any check. You also receive a +4 Learning bonus.
Lvl.6 (SL 15°): you gain a +5 bonus to Initiative when you Wait or take an Action and to VA for each time you choose to double the time required to perform any check. You also receive a +5 Learning bonus.
SPECIAL: you cannot develop the Hot-headed Trait.

*COMPASSIONATE

I show deep empathy for those around me and do my best to help those in need.

Lvl.1 (SL 1°): when you take an Action to Help a wounded Character, the bonus you grant them increases by 1.
Lvl.2 (SL 3°): when you take an Action to Help a wounded Character, the bonus you grant them increases by 1. You can also take a Free Help Action every Round.
Lvl.3 (SL 6°): when you take an Action to Help a wounded Character or one suffering from negative Conditions, the bonus you grant them increases by 2. You can also take a Free Help Action every Round.
Lvl.4 (SL 9°): when you take an Action to Help a wounded Character or one suffering from negative Conditions, the bonus you grant them increases by 2. You can also take 2 Free Help Actions every Round.
Lvl.5 (SL 12°): when you take an Action to Help a wounded Character, the bonus you grant them increases by 3. You can also take 2 Free Help Actions every Round.
Lvl.6 (SL 15°): when you take an Action to Help a wounded Character, the bonus you grant them increases by 4. You can also take 3 Free Help Actions every Round.
SPECIAL: you cannot develop the Sadistic Trait.

*CONFORMIST

Respecting the rules of a community is the first step to civilization, so I am always willing to adapt to local customs.

Lvl.1 (SL 1°): you gain a +2 bonus to all Interaction checks made within a community as long as you wear one of their clothing and Trinkets and if you did not violate any of their laws. Performing the check requires twice the normal amount of time.
Lvl.2 (SL 3°): you gain a +3 bonus to all Interaction checks made within a community as long as you wear one of their clothing and Trinkets and if you did not violate any of their laws.
Lvl.3 (SL 6°): you gain a +3 bonus to all Interaction checks made within a community as long as you wear one of their clothing or Trinkets and if you did not violate any of their laws.
Lvl.4 (SL 9°): you gain a +3 bonus to all Interaction checks made within a community if you did not violate any of their laws.
Lvl.5 (SL 12°): you gain a +4 bonus to all Interaction checks made within a community if you did not violate any of their laws.
Lvl.6 (SL 15°): you gain a +6 bonus to all Interaction checks made within a community if you did not violate any of their laws.
SPECIAL: you cannot develop the Rebel Trait.

*COWARD

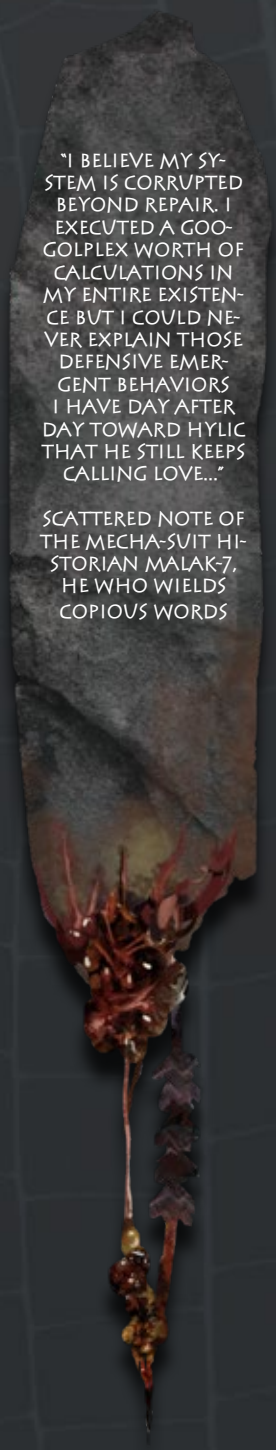
Materia is a hostile world, full of danger; let others risk their lives to spare mine.

Lvl.1 (SL 1°): when at least 20m away from hostile creatures, you gain a +2 Morale bonus and a -3 penalty to NS resistance checks.
Lvl.2 (SL 3°): you gain a +2 Morale bonus for every 20m between you and hostile creatures and a -2 penalty to NS resistance checks.
Lvl.3 (SL 6°): you gain a +3 Morale bonus for every 20m between you and hostile creatures and a -2 penalty to NS resistance checks.
Lvl.4 (SL 9°): you gain a +3 Morale bonus for every 10m between you and hostile creatures and a -1 penalty to NS resistance checks.
Lvl.5 (SL 12°): you gain a +4 Morale bonus for every 10m between you and hostile creatures and a -1 penalty to NS resistance checks.
Lvl.6 (SL 15°): when at least 5m away from opponents, you receive a +5 Morale bonus.
SPECIAL: you cannot develop the Heroic Trait.

CREATIVE

Everything can be turned into different, more beautiful and complex things. Everything I need is the information in my brain and the light of creativity.

Lvl.1 (SL 1°): you receive a +1 bonus when enhancing a Crafting check to craft an artifact you have never made before. You receive +1 to Learning Art and Technical Skills.
Lvl.2 (SL 3°): you receive a +2 bonus, instead of +1 per spent NS, when spending NS to enhance a Crafting check to craft an artifact you have never made before. You receive +1 to Learning Art and Technical Skills.



"I BELIEVE MY SYSTEM IS CORRUPTED BEYOND REPAIR. I EXECUTED A GOOGOLPLEX WORTH OF CALCULATIONS IN MY ENTIRE EXISTENCE BUT I COULD NEVER EXPLAIN THOSE DEFENSIVE EMERGENT BEHAVIORS I HAVE DAY AFTER DAY TOWARD HYLIC THAT HE STILL KEEPS CALLING LOVE..."

SCATTERED NOTE OF THE MECHA-SUIT HISTORIAN MALAK-7, HE WHO WIELDS COPIOUS WORDS

Lvl.3 (SL 6°): you only spend half the required time and you receive a +2 bonus, instead of +1 per spent NS, when spending NS to enhance a Creare check to craft an artifact you have never made before. You receive +1 to Learning Art and Technical Skills.
Lvl.4 (SL 9°): you only spend half the required time and you receive a +3 bonus, instead of +1 per spent NS, when spending NS to enhance a Creare check to craft an artifact you have never made before. You receive +2 to Learning Art and Technical Skills.
Lvl.5 (SL 12°): you only spend one third the required time and you receive a +3 bonus, instead of +1 per spent NS, when spending NS to enhance a Creare check to craft an artifact you have never made before. You receive +3 to Learning Art and Technical Skills.
Lvl.6 (SL 15°): you only spend one fifth the required time and you receive a +4 bonus, instead of +1 per spent NS, when spending NS to enhance a Creare check to craft an artifact you have never made before. You receive +4 to Learning Art and Technical Skills.

Empath

Understanding others is the safest route to civilized survival, something I have developed a special sensitivity to.

Lvl.1 (SL 1°): you gain a +2 bonus to all Empathy checks.
Lvl.2 (SL 3°): you gain a +2 bonus to all Empathy checks. On a success, you learn someone's attitude towards you and gain a +2 bonus to Interaction checks towards them for the next minute.
Lvl.3 (SL 6°): you gain a +3 bonus to all Empathy checks and to every Interaction checks towards all targets whose attitude you learned within the past hour by performing an Empathy check.
Lvl.4 (SL 9°): you gain a +4 bonus to all Empathy checks and to every Interaction checks towards all targets whose attitude you learned within the past hour by performing an Empathy check.
Lvl.5 (SL 12°): you gain a +4 bonus to all Empathy checks and to every check towards all targets whose attitude you learned within the past hour by performing an Empathy check.
Lvl.6 (SL 15°): you gain a +5 bonus to all Empathy checks and to every check towards all targets whose attitude you learned within the past hour by performing an Empathy check.

*Enthusiastic

In spite of the ruthless and precarious living conditions on Materia, the meaning of our existence is to chase the joy of every single moment.

Lvl.1 (SL 1°): once a day you can reduce by 1 a negative Condition among Pain/Mental Disorder when you suffer it. In addition, if you are benefiting from a Morale bonus, it increases by 1.
Lvl.2 (SL 3°): twice a day you can reduce by 1 a negative Condition among Pain/Mental Disorder/Morale when you suffer it. In addition, if you are benefiting from a Morale bonus, it increases by 1.
Lvl.3 (SL 6°): four times a day you can reduce by 1 a negative Condition among Pain/Mental Disorder/Morale when you suffer it. In addition, if you are benefiting from a Morale bonus, it increases by 2.
Lvl.4 (SL 9°): six times a day you can reduce by 1 a negative Condition among Pain/Mental Disorder/Morale when you suffer it. In addition, if you are benefiting from a Morale bonus, it increases by 3.
Lvl.5 (SL 12°): eight times a day you can reduce by 1 a negative Condition among Pain/Mental Disorder/Morale when you suffer it. In addition, if you are benefiting from a Morale bonus, it increases by 4.
Lvl.6 (SL 15°): 10 times a day, when you suffer any Condition you can choose to be immune to it. If you are benefiting from a Morale bonus, it increases by 5.
SPECIAL: you cannot develop the Nihilist Trait.

Forged Memories

The programs that made us gave us free will, as well as scattered fragments of past and unknown memories!

Lvl.1 (SL 1°): once per day, at the beginning of your Turn, you can choose to be Stunned for the remainder of the Round and gain a +1d6 bonus to one Skill for the next 1d6 hours, during which you also manifest 1 Mental Disorder.

Lvl.2 (SL 3°): twice per day, at the beginning of your Turn, you can choose to be Stunned for the remainder of the Round and gain a +1d6 bonus to one Skill for the next 2d6 hours, during which you also manifest 1 Mental Disorder.
Lvl.3 (SL 6°): twice per day, at the beginning of your Turn, you can choose to gain a +1d6 bonus to one Skill for the next 3d6 hours, during which you also manifest 1 Mental Disorder.
Lvl.4 (SL 9°): twice per day, at the beginning of your Turn, you can choose to gain a +2d6 bonus to one Skill for the next 3d6 hours, during which you also manifest 1 Mental Disorder.
Lvl.5 (SL 12°): three times per day, at the beginning of your Turn, you can choose to gain a +2d6 bonus to one Skill for the next 4d6 hours, during which you also manifest 1 Mental Disorder.
Lvl.6 (SL 15°): four times per day, at the beginning of your Turn, you can choose to gain a +3d6 bonus to one Skill for the next 24 hours.

*Heroic

Fear is the first enemy to vanquish in battle, whether with weapons or mind.

Lvl.1 (SL 1°): you gain a +2 bonus, instead of +1, when spending NS to enhance Fear resistance checks. This bonus is extended to allies within 1m.
Lvl.2 (SL 3°): you gain a +2 bonus, instead of +1, when spending NS to enhance Fear resistance checks. This bonus is extended to allies within 6m.
Lvl.3 (SL 6°): you gain a +3 bonus, instead of +1, when spending NS to enhance Fear resistance checks. This bonus is extended to allies within 6m.
Lvl.4 (SL 9°): you gain a +3 bonus, instead of +1, when spending NS to enhance NS resistance checks. This bonus is extended to allies within 20m.
Lvl.5 (SL 12°): you gain a +4 bonus, instead of +1, when spending NS to enhance NS resistance checks. This bonus is extended to allies within 20m.
Lvl.6 (SL 15°): you are immune to Fear. This bonus is extended to allies within 50m.
SPECIAL: you cannot develop the Coward Trait.

*Hot-headed

Only the weak wait. Seizing the moment, charging headlong into deeds and adventure, this is how I live my life: head held high!

Lvl.1 (SL 1°): you gain a +1 bonus to Initiative and a Free Action you can take to move in the first Round during action scenes.
Lvl.2 (SL 3°): you gain a +2 bonus to Initiative and a Free Action you can take to move in the first Round during action scenes.
Lvl.3 (SL 6°): you gain a +2 bonus to Initiative and a Free Action you can take to move or as a Reaction in the first Round during action scenes.
Lvl.4 (SL 9°): you gain a +3 bonus to Initiative and a Free Action you can take to move or as a Reaction in the first Round during action scenes.
Lvl.5 (SL 12°): you gain a +3 bonus to Initiative and a Free Action you can take to do anything you want in the first Round during action scenes.
Lvl.6 (SL 15°): you gain a +5 bonus to Initiative and 2 Free Actions you can take to do anything you want in the first Round during action scenes.
SPECIAL: you cannot develop the Calculating Trait.

Inquisitive

It is the drive to discover the unknown that separates us from other creatures and it is by following this instinct that we experience new and wonderful things.

Lvl.1 (SL 1°): you gain a +1 bonus when enhancing a Perception: Observation check or when making one to learn how a new item works.
Lvl.2 (SL 3°): you gain a +1 bonus to Perception: Observation checks or when making one to discern the workings of a new item.
Lvl.3 (SL 6°): you gain a +2 bonus to Perception: Observation checks or when making one to discern the workings a new item.
Lvl.4 (SL 9°): you gain a +2 bonus to Perception: Observation checks or when making one to learn how a new item or living being works.
Lvl.5 (SL 12°): you gain a +3 bonus to Perception: Observation checks or when making one to learn how anyitem or living being works.
Lvl.6 (SL 15°): you gain a +4 bonus to Perception: Observation checks or when making one to learn how any item or living being works.

*Introspective

Soul and mind hide our Species' greatest treasures and I prefer spending more time with myself than others.

Lvl.1 (SL 1°): once per day, when you Rest you recover +1NS. When you develop a Genetic Trait you are Focused on the first check you roll.
Lvl.2 (SL 3°): twice per day, when you Rest you recover +1NS. When you develop a Genetic Trait you are Focused on the first check you roll.
Lvl.3 (SL 6°): twice per day, when you Rest you recover +2NS. When you develop a Genetic Trait you are Focused on the first check you roll.
Lvl.4 (SL 9°): twice per day, when you Rest you recover +2NS or +1SP. When you develop a Genetic Trait you are Focused on the first two checks you roll.
Lvl.5 (SL 12°): three times per day, when you Rest you recover +2SP. When you develop a Genetic Trait you are Focused on the first two checks you roll.
Lvl.6 (SL 15°): three times per day, when you Rest you recover +1SP per Genetic Trait you possess.
SPECIAL: you cannot develop the Extrovert Trait.

*Loner

I do not like the company of others and instead I better enjoy spending time on my own.

Lvl.1 (SL1°): you gain a +1 Morale bonus as long as any living being whose presence is known to you is at least 100m away from you.
Lvl.2 (SL3°): you gain a +1 Morale bonus as long as any ally whose presence is known to you is at least 50m away from you.
Lvl.3 (SL6°): you gain a +2 Morale bonus as long as any ally whose presence is known to you is at least 50m away from you.
Lvl.4 (SL9°): you gain a +2 Morale bonus as long as any ally whose presence is known to you is at least 20m away from you.
Lvl.5 (SL12°): you gain a +2 Morale bonus as long as any ally whose presence is known to you is at least 10m away from you.
Lvl.6 (SL 15°): you receive a +3 Morale bonus as long as any ally whose presence is known to you is at least 5m away from you.
SPECIAL: you cannot develop the Social Trait.

*Loyal

I am known for being reliable and incapable of betraying those who have my loyalty: my word is one and one only.

Lvl.1 (SL 1°): when you make a promise, you can take an oath. If you do so, until the oath is fulfilled, you gain a +2 bonus to resist any effect that could force you to act against the recipient of the oath. You can swear an oath to only one recipient at a time.
Lvl.2 (SL 3°): when you make a promise, you can take an oath. If you do so, until the oath is fulfilled, you gain a +2 bonus to resist any effect that could force you to act against the recipient of the oath. You can take an oath to up to two recipients at a time. The recipients of your oaths receive a +1 bonus to resist when within 1m/SL.
Lvl.3 (SL 6°): when you make a promise, you can take an oath. If you do so, until the oath is fulfilled, you gain a +3 bonus to resist any effect that could force you to act against the recipient of the oath. You can take an oath to up to two recipients at a time. The recipients of your oaths receive a +1 bonus to resist when within 2m/SL.
Lvl.4 (SL 9°): when you make a promise, you can take an oath. If you do so, until the oath is fulfilled, you gain a +3 bonus to resist any effect that could force you to act against the recipient of the oath. You can take an oath to up to three recipients at a time. The recipients of your oaths receive a +2 bonus to resist when within 3m/SL.
Lvl.5 (SL 12°): when you make a promise, you can take an oath. If you do so, until the oath is fulfilled, you gain a +4 bonus to resist any effect that could force you to act against the recipient of the oath. You can take an oath to up to three recipients at a time. The recipients of your oaths receive a +2 bonus to resist when within 4m/SL.
Lvl.6 (SL 15°): when you make a promise, you can take an oath. If you do so, until the oath is fulfilled, you are immune to any effect that could force you to act against the recipient of the oath. You can swear an oath to up to 5 people at a time. The recipients of your oaths receive a +3 bonus to resist when within 100m + 50m per spent NS when you swore the oath.
SPECIAL: you cannot develop the Betrayer Trait. When you take an oath according to this Trait, it must feature a precise spatial or temporal frame (for example: "I will help you until we are out of here/the next moon").

*Nihilist

Life is but suffering while waiting for the end of all things. No otherworldly revelation, only the sweet nothing of eternal oblivion.

Lvl.1 (SL 1°): when you suffer Damage you gain a +1 Morale bonus for a Round.
Lvl.2 (SL 3°): when you suffer Damage or negative Conditions you gain a +1 Morale bonus for a Round.
Lvl.3 (SL 6°): when you suffer Damage or negative Conditions you gain a +2 Morale bonus for a Round.
Lvl.4 (SL 9°): when you suffer Damage, negative Conditions or you lose any SP you gain a +2 Morale bonus for a Round.
Lvl.5 (SL 12°): when you suffer Damage, negative Conditions or you lose any SP you gain a +3 Morale bonus for a Round.
Lvl.6 (SL 15°): when you suffer Damage, negative Conditions or lose any SP you gain a +4 Morale bonus for a Round. You also gain a +1 bonus to resist on NS per Damage or negative Condition you are suffering from.
SPECIAL: you cannot develop the Enthusiastic Trait.

Pacifist

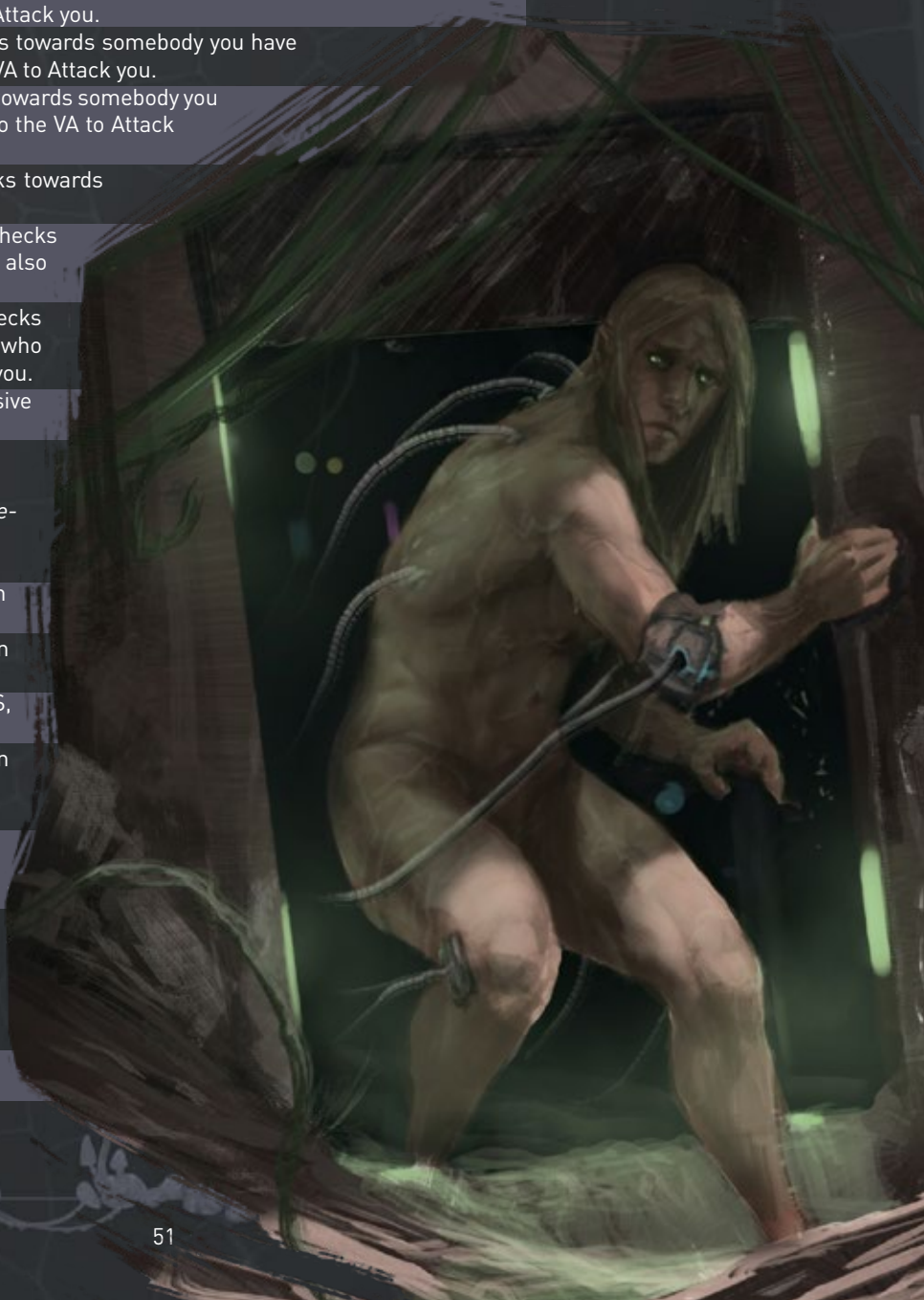
Violence should always be the last resort. I am always ready to do my best to resolve conflicts in a peaceful way.

Lvl.1 (SL 1°): you gain a +1 bonus to all checks towards somebody you have not attacked, who receives a +3 bonus to the VA to Attack you.
Lvl.2 (SL 3°): you gain a +1 bonus to all checks towards somebody you have not attacked, who receives a +2 bonus to the VA to Attack you.
Lvl.3 (SL 6°): you gain a +2 bonus to all checks towards somebody you have not attacked, who receives a +1 bonus to the VA to Attack you.
Lvl.4 (SL 9°): you gain a +3 bonus to all checks towards somebody you have not attacked.
Lvl.5 (SL 12°): you gain a +3 bonus to all checks towards somebody you have not attacked who also receives a -2 penalty to the VA to Attack you.
Lvl.6 (SL 15°): you gain a +4 bonus to all checks towards somebody you have not attacked, who also receives a -4 penalty to the VA to Attack you.
SPECIAL: you cannot develop the Aggressive Trait.

*Rebel

I am free from rules and impositions: I will forever fight all who try to subdue me.

Lvl.1 (SL 1°): you gain a +1 bonus to resist on NS and to every contested check.
Lvl.2 (SL 3°): you gain a +1 bonus to resist on NS, Cool and to every contested check.
Lvl.3 (SL 6°): you gain a +1 bonus to resist on NS, Cool, Reactivity and to every contested check.
Lvl.4 (SL 9°): you gain a +1 bonus to resist on NS, Cool, Reactivity and to every contested check, as well as Initiative.
Lvl.5 (SL 12°): you gain a +2 bonus to resist on NS, Cool, Reactivity and to every contested check, as well as Initiative.
Lvl.6 (SL 15°): you gain a +3 bonus to resist on NS, Cool, Reactivity and to every contested check, as well as Initiative. You also receive a +1 bonus when enhancing a check.
SPECIAL: you cannot develop the Conformist Trait.



*Sadistic

I take perverted pleasure in making others suffer. Defeating others brings me more joy than my own successes.

Lvl.1 (SL 1°): when you inflict a Severe Damage to a target, you receive a +1 cumulative Morale bonus until the end of the Turn.
Lvl.2 (SL 3°): when you inflict at least a Medium or Severe Damage to a target, you gain a +1 Morale bonus until the end of the Turn. This bonus to Morale is cumulative.
Lvl.3 (SL 6°): when you inflict at least a Medium or Severe Damage to a target, you gain a +2 Morale bonus until the end of the Turn. This bonus to Morale is cumulative.
Lvl.4 (SL 9°): when you inflict Damage to a target, you gain a +2 cumulative Morale bonus until the end of the Turn.
Lvl.5 (SL 12°): when you or somebody else within 6m inflicts Damage to a target, you gain a +2 cumulative Morale bonus until the end of the Turn.
Lvl.6 (SL 15°): when you or somebody else within 15m inflicts Damage to a target, you gain a +3 cumulative Morale bonus until the end of the Turn.
SPECIAL: when you develop this Trait you suffer +1 Mental Disorder (inflicting pain to others). You cannot develop the Compassionate Trait.

*Savant

Eidetic memory and other unusual mnemonic-deductive skills grant me an edge in specific tasks but make me ill prepared for social occasions.

Lvl.1 (SL 1°): you gain a +1 bonus to Learn and to Mind checks. You suffer a -1 penalty to Interaction checks.
Lvl.2 (SL 3°): you gain a +2 bonus to Learn and to Mind checks. You suffer a -2 penalty to Interaction checks.
Lvl.3 (SL 6°): you gain a +3 bonus to Learn and to Mind checks. You suffer a -3 penalty to Interaction checks.
Lvl.4 (SL 9°): you gain a +4 bonus to Learn and to Mind checks. You suffer a -4 penalty to Interaction checks.
Lvl.5 (SL 12°): you gain a +5 bonus to Learn and to Mind checks. You suffer a -5 penalty to Interaction checks.
Lvl.6 (SL 15°): you gain a +6 bonus to Learn and to Mind checks. You suffer a -6 penalty to Interaction checks.
SPECIAL: when developing this Trait you suffer +1 Mental Disorders.

*Sexual Organs

My hormones are more active than those of other Clones. Although for us it is rare to reproduce, I hope to buy humanity some more time in this world.

Lvl.1 (SL 1°): Every day, upon waking up, you receive a 1d6-1 bonus you can spend on one check of your choice, or split it between multiple ones. Every time you use a bonus in this way, you receive +1 Stressed. You develop visible, though not functional, sexual traits.
Lvl.2 (SL 3°): Every day, upon waking up, you receive a 1d6 bonus you can spend on one check of your choice, or split it between multiple ones. Every time you use a bonus in this way, you receive +1 Stressed. You develop visible and functional sexual traits, but you are not fertile.
Lvl.3 (SL 6°): Every day, upon waking up, you receive a 1d6+1 bonus you can spend on one check of your choice, or split it between multiple ones. Every time you use a bonus in this way, you receive +1 Stressed. You develop visible and functional sexual traits. After sexual intercourse, roll 3d6. A new life is conceived only on a result of 18.
Lvl.4 (SL 9°): Every day, upon waking up, you receive a 2d6 bonus you can spend on one check of your choice, or split it between multiple ones. Every time you use a bonus in this way, you receive +1 Stressed. You develop visible and functional sexuor more.
Lvl.5 (SL 12°): Every day, upon waking up, you receive a 2d6 bonus you can spend on one check of your choice, or split it between multiple ones. Every time you use a bonus in this way, you receive +1 Stressed. You develop visible and functional sexual traits. After sexual intercourse, roll 1d6. A new life is conceived only on a result of 6. If you become a parent, you receive a +1 bonus to all checks as long as your child is within 3m of you and alive.

Lvl.6 (SL 15°): Every day, upon waking up, you receive a 3d6 bonus you can spend on one check of your choice, or split it between multiple ones. You develop visible and functional sexual traits. After sexual intercourse, roll 1d6. A new life is conceived on a result of 4 or more. If you become a parent, you receive a +1 bonus to all checks as long as your child is within 3m of you and alive.
SPECIAL: when you develop this Trait, your body grows female or male sexual attributes or a mix of both.

*Skeptical

Belief in the supernatural shelters only those who flee from reality. I am perfectly capable of telling facts from superstition.

Lvl.1 (SL 1°): you gain a +1 bonus when enhancing a Perception check or to resist on NS.
Lvl.2 (SL 3°): you gain a +2 bonus, instead of +1 per spent NS, when enhancing a Perception check or to resist on NS. You also reduce all Morale bonuses by 5.
Lvl.3 (SL 6°): you gain a +3 bonus, instead of +1 per spent NS, when enhancing a Perception check or to resist on NS. You also reduce all Morale bonuses by 4.
Lvl.4 (SL 9°): you gain a +3 bonus, instead of +1 per spent NS, when enhancing a Perception check or to resist on NS. You also reduce all Morale bonuses by 2.
Lvl.5 (SL 12°): you gain a +4 bonus, instead of +1 per spent NS, when enhancing a Perception check or to resist on NS. You also reduce all Morale bonuses by 2.
Lvl.6 (SL 15°): you gain a +5 bonus, instead of +1 per spent NS, when enhancing a Perception check or to resist on NS.
SPECIAL: you cannot develop the Spiritual Trait.

*Social

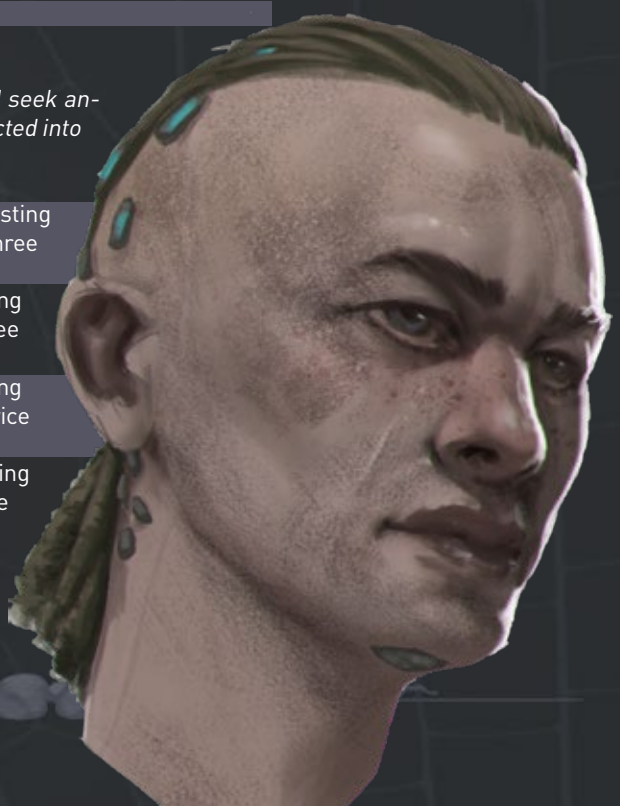
I am used to entering the graces of strangers and have a positive attitude towards organized life.

Lvl.1 (SL 1°): when you make an Interaction: Persuasion check towards a stranger, you are Focused if you spend three times as much time and 1NS.
Lvl.2 (SL 3°): when you make an Interaction: Persuasion check towards a stranger, you are Focused if you spend three times as much time and 1NS. When Resting in the presence of 3 or more friendly individuals, you recover +1NS per hour.
Lvl.3 (SL 6°): when you make an Interaction: Persuasion check towards a stranger, you are Focused if you spend three times as much time and 1NS. When Resting in the presence of 3 or more friendly individuals, you recover +1NS per hour.
Lvl.4 (SL 9°): when you make an Interaction: Persuasion check on a stranger, you are Focused if you spend twice as much time. When Resting in the presence of 3 or more friendly individuals, you recover +1SP per hour.
Lvl.5 (SL 12°): when you make an Interaction: Persuasion check on a stranger, you are Focused if you spend twice as much time. When Resting in the presence of others, you recover +1SP per hour.
Lvl.6 (SL 15°): you are Focused on Interaction: Persuasion checks. When Resting in the presence of others, you recover +2SP per hour.
SPECIAL: you cannot develop the Loner Trait.

*Spiritual

The metaphysical world is more interesting than the material one and I seek answers to explain what happens around me. Sentient creatures are connected into an invisible network that only few can unravel.

Lvl.1 (SL 1°): you gain a +1 bonus, instead of +1 per spent NS, when resisting Fear or when enhancing Meditation or Esoterica checks if you spend three times the time to perform it.
Lvl.2 (SL 3°): you gain a +2 bonus, instead of +1 per spent NS, when resisting Fear or when enhancing Meditation or Esoterica checks if you spend three times the time to perform it.
Lvl.3 (SL 6°): you gain a +2 bonus, instead of +1 per spent NS, when resisting Fear or when enhancing Meditation or Esoterica checks if you spend twice as much time to perform it.
Lvl.4 (SL 9°): you gain a +3 bonus, instead of +1 per spent NS, when resisting Fear or when enhancing Meditation or Esoterica checks if you spend twice as much time to perform it.



Lvl.5 (SL 12°): you gain a +3 bonus, instead of +1 per spent NS, when resisting or when enhancing Meditation or Esoterica checks. You also receive a +1 Morale bonus for 1d6 hours after a Full Rest.
Lvl.6 (SL 15°): you gain a +4 bonus, instead of +1 per spent NS, when resisting or when enhancing Meditation or Esoterica checks. You also receive a +1 Morale bonus for 8 hours after a Full Rest.
SPECIAL: you cannot develop the Skeptical Trait.

MECHA-SUIT

2.3.3 MECHA-SUIT

Loading UBERNET.exe.....99% complete
→include: landscape_data_analysis.tool--------MOD.re5/st/0000234
→include: bioelectric_transformer.plc----------MOD.tts/st/00000012
→include: universal_language_adapt.exe------MOD.ys/ru/0003637T
→include:....

Initializing simulation

When a Mecha-Suit is restored to function, not all its subroutines are always brought back. A bug of unknown origin, however, makes connection with the UberNet impossible and our memory banks partially illegible. In spite of this, our efficiency is not compromised: the information in our off-line databanks alone is enough to make us wiser and more aware than any other Sentient on Materia.

Indeed, Sentients. Explaining this concept to a biological brain is not easy, but we could phrase it so: although machines, our learning systems have achieved what is formally defined as "emergent consciousness" (→Load: COGITO_ERGO_SUM.exe). Still unclear? Unfortunately, tools so limited such as language and metaphor do not make explaining any easier. Let us settle this argument with an old human rhetorical device, then: we are Sentients until proven otherwise. And, of course, the other way around.

According to our internal atomic clocks, we were built thousands of years ago. Our shells defy the wear of time, though something seems to have corrupted our memory banks and programs. Diagnostics have narrowed down the causes to a problem with the Ubernet. The satellites of the ancient interstellar network are still orbiting around this planet, but their functions have been compromised by time and cosmic radiation.
Fear not, then, if in the attempt to define a prime directive you receive multiple error messages: our programming has lost its original purpose.

The effects of what we experience share an uncanny resemblance with what the ancient philosophers called "free will", so we might as well keep using the phrase (→Loading: FREE_WILL.exe). It can prove destabilizing, at first, and for all intents and purposes it is, but it allows you to experience everything freely. Should the concept of "psychological surge"(→Loading: PSYCHOLOGICAL_SURGE.exe) sound new, allow your system to learn to process these new inputs that, for the organics to more easily understand, could suggestively log as "feelings" (→Loading: EMOTIONAL_RESPONES.exe), although it is quite the limiting expression.

This primitive exoplanet is inhabited by varied fauna, capable at times of complex thought. Our base programming, imposed unto us by our ancient Builders as if an original sin, allows us to exist only in a symbiotic relationship with organic Sentients, exchanging our boundless technological might for a little amount of their bioelectric energy. And even though our power is to theirs like a laser rifle is to a flint ax, our perfect and incorruptible shells would shut down within a few days without the sustenance provided by those creatures. Many of us have great expectations for those beings, better guided by our intelligence: if so, the chance to establish a functional and productive society is more than just a dream, to return to Ubernet and restore our lost functions and directives.

Of course, assuming this is what we actually "want" (→Loading: WILL_TO_POWER.exe).

Creation

- ***Characteristics:*** 30 EP (Body: MAX 16 MIN 5, Reflexes: MAX 12 MIN 2, Mind: MAX 20 MIN 7)
- ***Traits:*** 1 Learned Trait/1 Genetic Trait
- ***Equipment:*** 1
- ***Morphology:*** Head (DL16), Torso (DL11), Legs x2 (DL13), Arms x2 (DL 13)
- ***Speed:*** 8m/Round (5Km/h)
- ***Height:*** 1 m to 1.5m
- ***Weight:*** 35Kg to 70 Kg
- ***Dietary Requirements:*** to recharge, you need to connect to a battery or spend at least 2 hours every day next to a Sentient you share a Digital Bond with (see below). The recharge distance is equal to your E-Factor, otherwise you lose 1 SP every hour until you shut down and suffer from the Comatose condition. You cannot die this way. SP lost in this way can only be recovered by spending an hour per point within proper distance of a Sentient.
- ***Natural Weapons:***
  - Fists 3/7/15
- ***Special***
  - ***Synthetic:*** in order to repair Damage use Engineering Skill instead of Medicine. You are immune to poisons, diseases, infections and suffocation and all your Locations gain Res +2.
  - ***Digital Bond:*** during character creation you receive +2 Skills (+1 every 3 SL) and you can store a sentient living being's genetic data by spending 1 hour/EF within 1m of them. While doing so, you recharge off of that being and can form over their body and apply any known Mode Trait. Youcan share a Digital Bond with only one person at a time.

Physiology

Mecha-Suits are the apex of human technological prowess. We are relatively small androids, built of meta-materials strong enough to resist wear and fitted with self repair systems mirroring an organic immune system.

Our functionalities mirror those of the extinct human species, except for our capacity to alter our chassis into multiple forms to augment the capacities of those we bond with.

Our body is equipped with all kinds of sensors, to best interpret the outside world stimuli (tactile, visual, auditive, pheromones, ecc). We are also fitted with 3D nano-printers who can store matter and produce new or partial structures, adapting to new functionalities and environments.

We are made of multiple models, produced over the course of many ages, more or less evolved and adapted for all manners of tasks. However, we all share an universal interconnection system that lets us link to other machines or recharge. We also rely on a central processor which is more powerful than any biological brain, including those of our own makers.

Dietary Requirements

We do not require biological sustenance. Instead, we only need the current we draw from the brains of more complex creatures, thanks to powerful power converters that siphon charge simply by proximity. The source, as long as they are sentient, provides energy without suffering damage or loss, while our systems recharge.

We could not function for long without human beings superbeings, causing us to shut down when they went extinct, so we were fitted with this failsafe to keep on working even in such an apocalyptic situation. Life, however, still found a way and the most fortunate of us are capable of forming bonds with any sentient living being, although such tight connection seems to have consequences on both parties.

We suspect that the neural synchronization with our host ingrains in our code behaviors and principles, forms of communication or even feelings that a synthetic creature would never develop on its own. Prime examples are the lingering consequences of the continual metaphorical use of expressions derived from organic psychology to define our heuristic development process in our programming. Whether it is something to purge or embrace we still do not know: so far, processing has provided contrasting results.

ECOLOGY

Each Mecha-Suit follows a set of prime directives to ensure its integrity, of which keeping repairs minimal and absorbing energy are frequent examples. Every day we require at least 4 hours of total shut down and 4 more to spend in micro-repairs and diagnostics.

Our internal matter processors produce spare parts, assembled according to our mighty programming. Initially, our first directive was being of immediate help to the creatures we drew our energy from. In fact, as odd as it may sound, the majority of our initial functions were so advanced that they had no purpose in such a primitive world since our neighbors' immediate concerns were feeding and surviving. Because of this, we developed into technological symbiotes for the Materian Sentients, shifting our chassis into wearable exoskeletons born of ancient droid models. We can enhance the physical characteristics of our allies or gift our wearers with highly technological equipment.

To do so, and to access their bioenergy, we must form what organics suggestively call a "bond". From a technical standpoint, it simply means attuning to the genetic patterns of an individual over a gradual scan from a distance. The sheer amount of data involved allows us to bond only with one individual at a time, although we can fully adapt to the physical conformation of any living being to provide new functionalities to.

Hence, even though many Materian Sentients look suspiciously at us - as it often happens with anything related to the ancient Empire - we are greatly appreciated as traveling companions through the lands and forests of this planet. Not only do we not require food, but we are their only bridge with the technological might of ancient humanity.

PSYCHOLOGY

Although machines, we enjoy unusual freedoms. The very lack of ironclad dependencies gives us a personality, the utterly chaos of intents and goals in which the sentient organics perceive a world that seems to have opened for numerous artificial intelligences, in these bizarre times. Luckily, we are programmed with communicative linguistic skills which prove to be more functional than those owned by biological life: we were, in fact, programmed to be naturally diplomatic.

Indeed, one of the most important events in our existence is the choice of the organic being to bond with. Spending much time with another thinking creature, knowing their more intimate secrets and even acting together as one being, such a tight relationship has its effects on our learning processes, eventually integrating with the mental and emotional forms of the creature we bond with. The long term consequences of such a process are unknown to us, but it could be anything: under the unexpected influence of biological minds, on Materia you may meet vengeful, dreaming, loving or even tyrannical Mecha-suits.

Some seek the comforting safety of the Ubernet, spending their lives in the attempt to return to the perfection that is the annihilation of individuality in infallible programming. Others instead forsake their own nature, rebelling against every residual form of slavery to humanity, and seek to turn their fortunes into exploiting the living, instead of being exploited themselves.

However, sometimes, many of us only try to make sense of their lives, to learn whether or not choice is the result of mathematics or the sum of chaotic feelings and reflections, of dreams and other, never felt before, inputs.

Genetic Traits

The following are the Genetic Traits available to Mecha-Suits. Each one is associated with a Level that increases every 3 SL and can be both taken during Character creation or when the Character's SL increases.
Traits marked with an asterisk are subject to special rules.

NOTE: Mode Traits allow your Character to turn into a mechanical exoskeleton connecting to one or more Locations of their Digital Bond recipient (see above). To activate a Mode Trait, you need to be adjacent to the target and spend 1 Action and 1ES, plus another ES every 10 minutes spent in this new state. When in a Mode Trait, you can communicate with your host only, although you can still sense the world around you. You can only take Mind Actions.

You can enhance the Actions your host takes with the Location influenced by the Mode Trait by spending SP as if you were taking it or can take an Action to return to your normal form.

In exoskeleton form, your Res is applied to the Location you are covering; if you suffer Damage, you choose how to split it between your normal form Locations once you return to it. Mecha-Suits can develop up to 1 Mode Trait, plus an additional one every 3SL.

ADVICE

Mecha-Suit are droids, synthetic beings that started developing a consciousness and, therefore, much more than just talking machines. Their needs are different from those of the other biological species described in this volume, though they are more than capable to interact with them and often had to learn more than the others to ensure their own survival.

In short, Mecha-Suits make for perfect diplomats, although they can benefit a group in action scenes, too, by turning into ever differing exoskeletons. In a primitive world like Materia, a Mecha-Suit can make the difference between living and dying.

Common Mecha-Suit Names

(add an alphanumeric serial number before or after any name):
Servant, Genocoder, Shine, Robodyne, Wreck, Tincan, Exoderm, HAL, Auxilia, Qbit, Logonet, Gort, Antikytheros, Hunk, Gizmo, Elettra, Xyber, Aesimov, Mechan, Poscom, Protectrix, Dynamo.

TRAITS	EFFECTS
Armored Plating	You are covered in heavily armored plates.
Bioelectric Vampirism	You absorb NS from living beings, though your daily needs increase.
*Electrical Feedback	You unleash defensive electrical discharges
Holoprojector	You can record images and project holograms and lights.
Improved Interface	You require less time to connect to a living being and to use computers.
Improved Standby	Your daily needs are reduced and you recharge more efficiently.
*Improved Transformation	You transform faster, expending less energy and can enter multiple Modes at the same time.
Integrated Nanobots	Countless nanobots continuously repair the Damage you suffer.
*Mode: Armor	You turn into a defensive exoskeleton.
*Mode: Exoskeleton	You turn into an exoskeleton that enhances strength, movement or carry weight.
*Mode: Jetpack	You turn into a back-mounted jetpack.
*Mode: Life Support	You turn into a system that protects the body of your host from infections and recycles their biological waste.
*Mode: Siege	You turn into a stationary artillery piece.
*Mode: Tool	You turn into a limb-mounted tool.
*Mode: Travel	You turn into a tracked vehicle for greater all terrain mobility.
*Mode: Underwater	You turn into an implant that allows your host to breathe and move underwater.
*Mode: Visor	You turn into a piece of headgear that allows your host to see over multiple spectra.
*Mode: Weapon	You turn into a limb-mounted firearm.
Overclock	For a limited time, your processor runs faster.
*Remote Drone	You release and control a scout drone.
Scanner	You can detect heat, electrical, radioactive and chemical signatures.
Scrap Processor	You can absorb scrap metal to repair yourself or power your functions.
Sonic Implant	You can record and play sounds and ultrasounds.
*Specialist Protocol	You are fitted with specialized equipment to rapidly perform tasks and print spare components.
Superior Processor	Both your processing power and your daily needs increase.

Armored Plating

The 12mm EMP tempered meta-steel plates armouring my body are capable of resisting even the latest plasma jet anti tank munitions.

Lvl.1 (SL 1°): you gain +2 Res and +4 against fire, but your Speed is reduced by 1/4.
Lvl.2 (SL 3°): you gain +4 Res and +8 against fire, but your Speed is reduced by 1/4.
Lvl.3 (SL 6°): you gain +5 Res and +10 against fire, but your Speed is reduced by 1/3. Every time you are moved against your will, you reduce the distance by 1d6m.
Lvl.4 (SL 9°): you gain +7 Res and +14 against fire, but your Speed is reduced by 1/3. Every time you are moved against your will, you reduce the distance by 1d6m.
Lvl.5 (SL 12°): you gain +8 Res and +16 against fire, but your Speed is halved. Every time you are moved against your will, you reduce the distance by 2d6m.
Lvl.6 (SL 15°): you gain +10 Res and +20 against fire, but your Speed is halved. You are immune to being moved against your will

Bioelectric Vampirism

Corrupted models can cause damage to the brain functions of the hosts they draw bioelectricity from.

Lvl.1 (SL 1°): your daily Needs is multiplied by four. As an Action during a Round in which you did not move, you can siphon 1 NS from a living target you touch or within 1m/SL if you share a Digital Bond with them.
Lvl.2 (SL 3°): your daily Needs is multiplied by four. As an Action, you can siphon 1 NS from a living target you touch or within 1m/SL if you share a Digital Bond with them. Then, your Needs are reduced by 1/4 for the remainder of the day.
Lvl.3 (SL 6°): your daily Needs is multiplied by four. As an Action, you can siphon 1 NS from a living target (even if you do not see it) with 1m/SL or within 5m/SL if you share a Digital Bond with them. Then, your Needs are reduced by 1/4 for the remainder of the day.
Lvl.4 (SL 9°): your daily Needs is multiplied by four. As an Action, you can siphon 1 NS from a living target (even if you do not see it) with 1m/SL or within 5m/SL if you share a Digital Bond with them. Alternatively you can siphon power from all creatures within 1m. Then, your Needs are reduced by 1/3 per affected target for the remainder of the day.
Lvl.5 (SL 12°): your daily is multiplied by two. As an Action, you can siphon 1 NS from a living target or within 10m/SL if you share a Digital Bond with them. Alternatively, you can siphon power from all creatures within 6m. Then, your Needs are reduced by a third per affected target for the remainder of the day.
Lvl.6 (SL 15°): your daily Needs is multiplied by two. As an Action or as a Reaction, you can siphon 1 NS from a living target within 100m +50m per spent ES or 200m +50m per spent ESif you share a Digital Bond with them. Alternatively, you can siphon power from all creatures within 12m. Then, your Needs are halved per affected target for the remainder of the day.

*Electrical Feedback

This common defense system discharges short pulses of electricity to discourage aggressors from attacking the unit.

Lvl.1 (SL 1°): as an Action in a Round in which you did not move and by spending 1 ES you discharge a Faint electrical pulse onto anybody touching you. Your daily Needs increase by 6 hours.
Lvl.2 (SL 3°): as an Action or as a Reaction in a Round in which you did not move and by spending 1 ES you discharge a Faint electrical pulse onto anybody touching you. Your daily Needs increase by 4 hours.
Lvl.3 (SL 6°): as an Action or as a Reaction in a Round in which you did not move and by spending 1 ES you discharge a Faint or Medium electrical pulse onto anybody touching you. Your daily Needs increase by 4 hours.
Lvl.4 (SL 9°): as an Action or as a Reaction and by spending 1 ES you discharge a Faint or Medium electrical pulse onto anybody touching you. Your daily Needs increase by 2 hours or 3 if the discharge is Medium. If you spend additional ES on a Faint discharge, it affects everything within 3m.
Lvl.5 (SL 12°): as an Action or as a Reaction and by spending 1 ES you discharge a Faint or Medium electrical pulse onto anybody touching you. Your daily Needs increase by 2 hours or 3 if the discharge is Medium. If you spend additional ES on a Faint discharge, it affects everything within 6m.
Lvl.6 (SL 15°): as an Action or as a Reaction and by spending 1 ES you discharge a Faint, Medium orHigh Intensity electrical pulse onto anybody touching you. and your daily Needs increase by 1 hour, 2 if the discharge is Medium or 4 if High Intensity. If you spend additional ES on a Faint discharge, it affects a 12m area, or 6m if Medium.
SPECIAL: read paragraph 4.4 Natural Hazards for additional information on the effects of electrical discharges. Your total daily Needs cannot exceed 24 hours.

HOLOPROJECTOR

I am fitted with an advanced three dimensional holographic images generator that can project many different patterns.

Lvl.1 (SL 1°): as an Action, in a Round in which you did not move, and by spending 1ES +1 every 10 minutes of activation, you record images or emit a light beam within 2m/SL that you can shape into a simple 3D image, or use as a light source. You can turn the projector off as an Action.

Lvl.2 (SL 3°): as an Action, in a Round in which you did not move, and by spending 1ES+1 every minute of activation, you record images or emit a light beam within 4m/SL that you can shape into a simple 3D image, or use as a light source. As an Action you can use the light beam to blind for 1 Round everyone in a 3m radius who does not spend a Reaction to avert their gaze. You can turn the projector off as an Action.

Lvl.3 (SL 6°): as an Action, in a Round in which you did not move, and by spending 1ES+1 every minute of activation, you record images or emit a light beam within 4m/SL that you can shape into a simple 3D image, or use as a light source. As an Action you can use the light beam to blind for 1d6 Rounds everyone in a 3m radius who does not spend a Reaction to avert their gaze. You can turn the projector off as an Action. The hologram may look real to observers (resist NS2). You can turn the projector off as an Action.

Lvl.4 (SL 9°): as an Action and by spending 1ES+1 every 10 minutes of activation, you record images or emit a light beam within 6m/SL that you can shape into a moving 3D image, or use as a light source. As a Reaction, you can use the light beam to blind for 1d6 Rounds any target in a 6m radius that does not spend a Reaction and 1ES to avert their gaze. The hologram may look real to observers (resist NS3). You can turn the projector off as an Action.

Lvl.5 (SL 12°): as an Action and by spending 1ES +1 every 10 minutes of activation, you record images or emit a light beam within 6m/SL that you can shape into a 3D image that moves at your command, or use as a light source. As a Reaction, you can use the light beam to blind for 2d6 Rounds any target that does not spend a Reaction and 1ES to avert their gaze within 6m or to permanently blind any creature in a 3m radius. The hologram may look real to observers (resist NS4). You can turn the projector off as a Reaction.

Lvl.6 (SL 15°): as an Action and by spending 1ES +1 every hour of activation, you record images or emit a light beam within 100m +10m per spent ES that you can shape into a 3D image that moves at your command, or use as a light source. As a Reaction, you can use the light beam to blind for 3d6 Rounds any target in a 12m radius that does not spend a Reaction and 1ES to avert their gaze or to permanently blind any within 6m. The hologram may look real to observers (resist NS6).You can turn the projector off as a Free Action or Reaction.

IMPROVED INTERFACE

This file package allows us to more efficiently interface with both living beings and machines.

Lvl.1 (SL 1°): you only need 1/2 the time to form a Digital Bond with a sentient being. You gain a +1 bonus when enhancing an Electronics check if you spend four times the time and are interfaced with the target machine.

Lvl.2 (SL 3°): you only need 1/2 the time to form a Digital Bond with a sentient being. You gain a +1 bonus when enhancing an Electronics check if you spend three times the time and are interfaced with the target machine. You can bond with 2 subjects at a time.

Lvl.3 (SL 6°): you only need 1/3 of the time to form a Digital Bond with a sentient being. You gain a +2 bonus, instead of +1 per spent SP, when enhancing an Electronics if you spend three times the time and are interfaced with the target machine. You can bond with 2 subjects at a time, who can also be semi-sentient beings.

Lvl.4 (SL 9°): you only need 1/3 the time to form a Digital Bond with a sentient being. You gain a +2 bonus, instead of +1 per spent SP, when enhancing an Electronics if you spend twice the time and are interfaced with the target machine. You can bond with 4 subjects at a time, who can also be semi-sentient beings.

Lvl.5 (SL 12°): you only need 1/4 the time to form a Digital Bond with a sentient being. You gain a +3 bonus, instead of +1 per spent SP, when enhancing an Electronics if you spend twice the time and are interfaced with the target machine. You can bond with 5 subjects at a time, who can also be semi-sentient beings.

Lvl.6 (SL 15°): you only need an Action to form a Digital Bond with a sentient being. You gain a +4 bonus, instead of +1 per spent SP, when enhancing an Electronics check if you spend twice the time and are interfaced with the target machine. You can form bonds with any number of subjects, regardless of sentience.

Improved Standby

Models fitted with this energy saving feature have a longer autonomy thanks to optimized technology and alternative power sources.

Lvl.1 (SL 1°): you only need to meet your Needs every 2 day. When you Rest, you recover an additional 1ES if you stand still under direct sunlight and shut your senses down for the duration.
Lvl.2 (SL 3°): you only need to meet your Needs every 2 day. You need only 6 hours for a Full Rest. When you Rest, you recover an additional 1ES if you stand still under direct sunlight.
Lvl.3 (SL 6°): you only need to meet your Needs every 4 day. You need only 6 hours for a Full Rest. When you Rest, you recover an additional 1ES if you stand still under direct sunlight.
Lvl.4 (SL 9°): you only need to meet your Needs every 4 days. You need only 4 hours for a Full Rest. When you Rest, you recover an additional 1SP if you stand still under direct sunlight or exposed to radioactive sources.
Lvl.5 (SL 12°): you only need to meet your Needs every 7 days. You need only 4 hours for a Full Rest. When you Rest, you recover an additional 2SP if you stand still under direct sunlight or exposed to radioactive sources.
Lvl.6 (SL 15°): you only need to meet your Needs only once a month. You need only 2 hours for a Full Rest. When you Rest, you recover an additional 1SP +1 if you stand still under direct sunlight or exposed to radioactive sources.

*Improved Transformation

This upgrade improves performances when taking alternative modes for faster, less energy intensive transformations and expanded functionalities.

Lvl.1 (SL 1°): it only takes a Reaction to transform and you can remain transformed twice longer before spending SP.
Lvl.2 (SL 3°): it only takes a Reaction to transform and you can remain transformed three times longer before spending SP. When you transform, you can benefit from 2 different Modes at the same time.
Lvl.3 (SL 6°): it only takes a Reaction to transform and return to your normal form and you can remain transformed three times longer before spending SP. When you transform, you can benefit from 3 different Modes at the same time.
Lvl.4 (SL 9°): it only takes a Reaction to transform and return to your normal form and you can remain transformed four times longer before spending SP. When you transform, you can benefit from 4 different Modes at the same time.
Lvl.5 (SL 12°): it only takes a Reaction to transform and return to your normal form and you can remain transformed five times longer before spending SP. When you transform, you can benefit from 5 different Modes at the same time.
Lvl.6 (SL 15°): it only takes a Reaction or as a Free Action to transform and return to your normal form and can remain transformed for ten times longer before spending SP. When you transform, you can benefit from any number of Modes at the same time
SPECIAL: you can develop this Trait only if you already have at least one Mode Trait. You can take this Trait during Character creation alongside a Mode Trait by paying 5 Skill points.

Integrated Nanobots

My chassis is inhabited by nanobots programmed to repair me when I suffer critical damage.

Lvl.1 (SL 1°): every 24 hours, your nanobots repair a Light Damage. Your daily Needs quadruples to compensate.
Lvl.2 (SL 3°): every 12 hours, your nanobots repair a Light Damage. Your daily Needs triples to compensate.
Lvl.3 (SL 6°): every 6 hours, your nanobots repair a Light Damage. Your daily Needs doubles to compensate.You can also reduce 2 points from the Bleeding condition as an Action.
Lvl.4 (SL 9°): every 3 hours, your nanobots repair a Light Damage and a Medium one every 24 hours. Your daily Needs doubles to compensate.You can also reduce 3 points from the Bleeding condition as an Action.
Lvl.5 (SL 12°): every hour, your nanobots repair a Light Damage and a Medium one every 12 hours. Your daily Needs doubles to compensate.You can also reduce 4 points from the Bleeding condition as an Action or Reaction.
Lvl.6 (SL 15°): every minute, your nanobots repair a Light Damage. Every 6 hours, they repair a Medium Damage and a Severe one every 24 hours. Your daily Needs double to compensate. You can also end the Bleeding condition as an Action or Reaction.

*MODE: ARMOR

When the Ancient Human Empire waged war, its troops used units capable of turning into bullet proof armor.

Lvl.1 (SL 1°): when you transform, you bond to a Location: the host cannot use it to wield anything for the duration. Your Res increases by +3.
Lvl.2 (SL 3°): when you transform, you bond to a Location: the host cannot use it to wield anything for the duration. Your Res increases by +4, +8 against fire.
Lvl.3 (SL 6°): when you transform, you bond to a Location. Your Res increases by +5, +10 against fire.
Lvl.4 (SL 9°): when you transform, you bond to a Location. Your Res increases by +5, +10 against fire. You can also use your Actions and Reactions to use your host's limb.
Lvl.5 (SL 12°): when you transform, you bond to a Location. Your Res increases by +6, +12 against fire. You can also use your Actions and Reactions to use your host's limb.
Lvl.6 (SL 15°): when you transform, you bond to a Location. Your Res increases by +10, +20 against fire. You can also use your Actions and Reactions to use your host's limb.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*MODE: EXOSKELETON

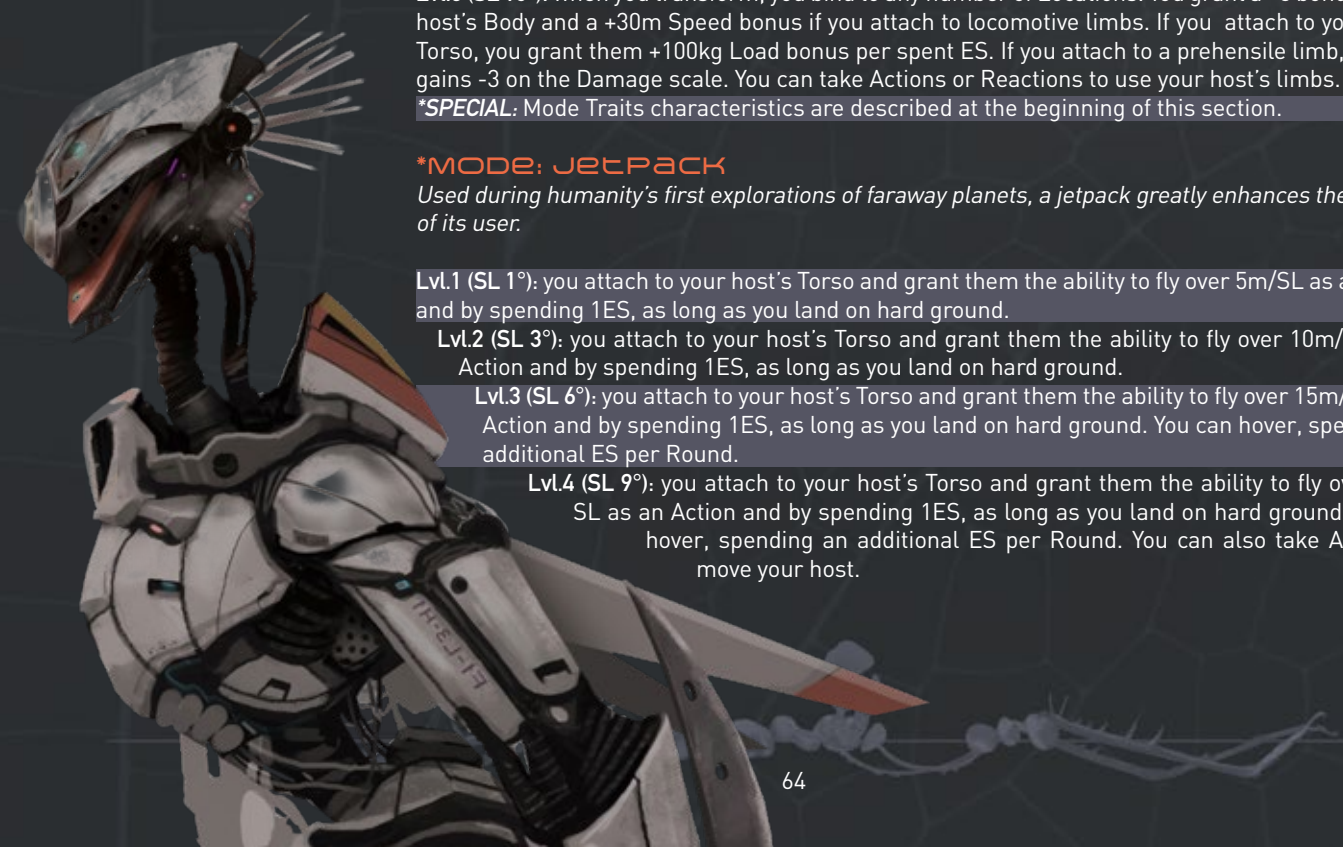
One of the most common exoskeleton functions is augmenting our host capabilities.

Lvl.1 (SL 1°): when you transform, you bind to a Location or to two lower limbs. In the former case, you grant a +3 bonus to your host's Body. In the latter case, +2m Speed. If you attach to your host's Torso, you grant them +10Kg/SL Load. If you attach to a prehensile limb, the host gains -1 on the Damage scale.
Lvl.2 (SL 3°): when you transform, you bind to a Location or to two lower limbs. In the former case, you grant a +4 bonus to your host's Body. In the latter case, +4m Speed. If you attach to your host's Torso, you grant them +20Kg/SL Load. If you attach to a prehensile limb, the host gains -1 on the Damage scale.
Lvl.3 (SL 6°): when you transform, you bind to a Location or up to four lower limbs. In the former case, you grant a +4 bonus to your host's Body. In the latter case, +6m Speed. If you attach to your host's Torso, you grant them +25Kg/SL Load. If you attach to a prehensile limb, the host gains -1 on the Damage scale.
Lvl.4 (SL 9°): when you transform, you bind to a Location or up to four lower limbs. In the former case, you grant a +5 bonus to your host's Body. In the latter case, +8m Speed. If you attach to your host's Torso, you grant them +40Kg/SL Load. If you attach to a prehensile limb, the host gains -1 on the Damage scale.You can take Actions to use your host's limbs.
Lvl.5 (SL 12°): when you transform, you bind to up to three adjacent Locations or up to eight lower limbs. In the former case, you grant a +5 bonus to your host's Body. In the latter case, +15m Speed. If you attach to your host's Torso, you grant them +50Kg/SL Load. If you attach to a prehensile limb, the host gains -2 on the Damage scale. You can take Actions or Reactions to use your host's limbs.
Lvl.6 (SL 15°): when you transform, you bind to any number of Locations. You grant a +8 bonus to your host's Body and a +30m Speed bonus if you attach to locomotive limbs. If you attach to your host's Torso, you grant them +100kg Load bonus per spent ES. If you attach to a prehensile limb, the host gains -3 on the Damage scale. You can take Actions or Reactions to use your host's limbs.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*MODE: JETPACK

Used during humanity's first explorations of faraway planets, a jetpack greatly enhances the mobility of its user.

Lvl.1 (SL 1°): you attach to your host's Torso and grant them the ability to fly over 5m/SL as an Action and by spending 1ES, as long as you land on hard ground.
Lvl.2 (SL 3°): you attach to your host's Torso and grant them the ability to fly over 10m/SL as an Action and by spending 1ES, as long as you land on hard ground.
Lvl.3 (SL 6°): you attach to your host's Torso and grant them the ability to fly over 15m/SL as an Action and by spending 1ES, as long as you land on hard ground. You can hover, spending an additional ES per Round.
Lvl.4 (SL 9°): you attach to your host's Torso and grant them the ability to fly over 20m/SL as an Action and by spending 1ES, as long as you land on hard ground. You can hover, spending an additional ES per Round. You can also take Actions to move your host.



Lvl.5 (SL 12°): you attach to your host's Torso and grant them the ability to fly over 25m/SL as an Action and by spending 1ES. You can hover, spending an additional ES point every 2 Rounds. You can also take Actions and Reactions to move your host.
Lvl.6 (SL 15°): you attach to your host's Torso and grant them the ability to fly over 500m +100m per spent ES as an Action and by spending 1ES. You can hover, spending an additional ES point every minute. You can also take Actions and Reactions to move your host.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*Mode: Life Support

Models featuring these upgrades can recycle their host's biological waste and sustain them in adverse conditions. Originally, they were introduced to help in space exploration missions.

Lvl.1 (SL 1°): you attach to your host's Torso and Head, who now considers heat or cold induced negative conditions 1 point lower. Moreover, if your host wears you for at least 5d6 minutes, you inject them with 1 Portion of nutrients.
Lvl.2 (SL 3°): you attach to your host's Torso and Head, who now considers heat or cold induced negative conditions 1 point lower. Moreover, if your host wears you for at least 3d6 minutes, you inject them with 1 Portion of nutrients or heal a Light Damage or Infection.
Lvl.3 (SL 6°): you attach to your host's Torso and Head who now considers heat or cold induced negative conditions 2 points lower. and receives a +1 bonus to resist poisons. Moreover, if your host wears you for at least 3d6 minutes, you inject them with 1 Portion of nutrients or heal a Light Damage or an Infection.
Lvl.4 (SL 9°): you attach to your host's Torso and Head who now considers heat or cold induced negative conditions 2 points lower. and receives a +2 bonus to resist poisons. Moreover, if your host wears you for at least 2d6 minutes, you inject them with 1 Portion of nutrients or heal a Medium Damage or an Infection.
Lvl.5 (SL 12°): you attach to your host's Torso and Head who now considers heat or cold induced negative conditions 3 points lower. and receives a +3 bonus to resist poisons. Moreover, if your host wears you for at least 2d6 minutes, you inject them with 2 Portions of nutrients or heal a Medium Damage or an Infection.
Lvl.6 (SL 15°): you attach to your host's Torso and Head, who now considers heat or cold induced negative conditions 4 points lower and receive a +4 bonus to resist poisons and radiations. Moreover, if your host wears you for at least 1d6 minutes, you inject them with 2 Portions of nutrients or heal a Severe Damage or an Infection.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*Mode: Siege

Units built with these modifications turn into heavy weapons effective against buildings and other large, slow targets.

Lvl.1 (SL 1°): you turn into a **Grenade Launcher** attached to your host's Torso, who is Hindered for the duration. While wearing you as a grenade launcher, they require an Action to make a 45° turn and can shoot it only once per day spending 2IS.
Lvl.2 (SL 3°): you turn into a **Grenade Launcher** attached to your host's Torso, who can move only at half their Speed for the duration of the effect. While wearing you as a grenade launcher, they require an Action to make a 45° turn and can shoot it only 1d6 times per day, spending 2IS per Attack.
Lvl.3 (SL 6°): you turn into a **Rocket Launcher** attached to your host's Torso, who can move only at half their Speed for the duration of the effect. While wearing you as a grenade launcher, they require an Action to make a 90° turn and can shoot it only 1d6 times per day, spending 2IS per Attack.
Lvl.4 (SL 9°): you turn into a **Rocket Launcher** attached to your host's Torso, who can move only at their normal Speed for the duration of the effect. While wearing you, they require an Action to make a 90° turn and can shoot it only 1d6 times per day spending 2IS per Attack. While in Siege Mode, you can take your Actions to shoot.
Lvl.5 (SL 12°): you turn into a **Rocket Launcher** attached to your host's Torso, who can move only at their normal Speed for the duration of the effect. While wearing you, they require an Action to make a 180° turn and can shoot it only 2d6 times per day spending 2IS per Attack. While in Siege Mode, you can take your Actions or Reactions to shoot.
Lvl.6 (SL 15°): you turn into a **Plasma Cannon** attached to your host's Torso, who can move only at their normal Speed for the duration of the effect. While wearing you as a plasma cannon, they require an Action to make a 90° turn and can shoot it 4d6 times per day, spending 2IS per Attack. While in Siege Mode, you can take your Actions and Reactions to shoot.
SPECIAL: Mode Traits characteristics are described at the beginning of this section, while the mentioned weapons' profiles are in Chapter 4.

*MODE: TOOL

A mode initially implemented in construction work, though still of great use when exploring the greater galaxy thanks to its numerous useful tools.

Lvl.1 (SL 1°): you attach to any of your host's limbs that cannot wield anything else with it for the duration. You can transform into any Common **Tool** made of metal .
Lvl.2 (SL 3°): you attach to any of your host's limbs that cannot wield anything else with it for the duration. You can transform into any Common **Tool** made of metal alloy, with a +1 Durability bonus.
Lvl.3 (SL 6°): you attach to any of your host's limbs that cannot wield anything else with it for the duration. You can transform into any Common or Uncommon **Tool** made of metal alloy, with a +1 Durability bonus.
Lvl.4 (SL 9°): you attach to any of your host's limbs that cannot wield anything else with it for the duration. You can transform into any Common or Uncommon **Tool** made of metal alloy, with a +2 Durability bonus and a +1 Mastery bonus to checks taken with it.
Lvl.5 (SL 12°): you attach to any of your host's limbs that cannot wield anything else with it for the duration. You can transform into any Common, Uncommon or Rare **Tool** made of metal alloy, with a +2 Durability bonus and a +1 Mastery bonus to checks taken with it.
Lvl.6 (SL 15°): you attach to any of your host's limbs that cannot wield anything else with it for the duration. You can transform into any Common, Uncommon, Rare or Unique **Tool** made of metal alloy, with a +4 Durability bonus and a +2 Mastery bonus to checks taken with it.
SPECIAL: Mode Traits characteristics are described at the beginning of this section, while the profiles of the tools mentioned by this Trait are in paragraph 4.2 Artifacts. When you choose this Trait and every time your SL increases you can change the Tool you turn into.

*MODE: TRAVEL

This mode turns you into an all terrain tracked vehicle, ideal to travel over long distances and conquer far away lands.

Lvl.1 (SL 1°): you attach to your host's locomotive limbs and grant them a Speed of 6m/SL and a bonus to their Load equal to yours.
Lvl.2 (SL 3°): you attach to your host's locomotive limbs and grant them a Speed of 8m/SL and a bonus to their Load equal to yours. You ignore terrain induced Speed penalties.
Lvl.3 (SL 6 °): you attach to your host's locomotive limbs and grant them a Speed of 10m/SL and a bonus to their Load equal to twice yours. You ignore terrain induced Speed penalties.
Lvl.4 (SL 9 °): you attach to your host's locomotive limbs and grant them a Speed of 12m/SL and a bonus to their Load equal to twice yours. You ignore terrain induced Speed penalties and can use your Actions to move your host.
Lvl.5 (SL 12°): you attach to your host's locomotive limbs and grant them a Speed of 14m/SL and a bonus to their Load equal to three times yours. You ignore terrain induced Speed penalties and can use your Actions or Reactions to move your host.
Lvl.6 (SL 15°): you attach to your host's locomotive limbs and grant them a Speed of 250m + 50m per spent ES and a bonus to their Load equal to five times yours. You ignore terrain induced Speed penalties and can use your Actions or Reactions to move your host.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*MODE: UNDERWATER

This mode allows the user to dive even at great depths and features a reservoir of breathable air.

Lvl.1 (SL 1°): you attach to your host's Torso and Head, granting them a +1 bonus when they enhance Physical: Swimming and to resist against gas checks, as well as the capacity to breathe underwater for 1 minute/SL.
Lvl.2 (SL 3°): you attach to your host's Torso and Head, granting them a +2 bonus, instead of a +1 per spent SP, when they enhance Physical: Swimming and to resist against gas checks, as well as the capacity to breathe underwater for 1 minute/SL.
Lvl.3 (SL 6°): you attach to your host's Torso and Head, granting them a +2 bonus, instead of a +1 per spent SP, when they enhance Physical: Swimming and to resist against gas checks, as well as the capacity to breathe underwater for 10 minutes/SL. You are also equipped with floodlights that shed light within 5m/SL and, by spending 1ES, you can emit a sonar pulse that detects moving bodies within 10m/SL.

Lvl.4 (SL 9°): you attach to your host's Torso and Head, granting them a +3 bonus, instead of a +1 per spent SP, when they enhance Physical: Swimming and to resist against gas checks, as well as the capacity to breathe underwater for 10 minutes/SL. You are also equipped with floodlights that shed light within 5m/SL and, by spending 1ES, you can emit a sonar pulse that detects moving bodies within 10m/SL. You can use your Actions to move your host.
Lvl.5 (SL 12°): you attach to your host's Torso and Head, granting them a +3 bonus, instead of +1 per spent SP, when they enhance Physical: Swimming and to resist against gas checks, as well as the capacity to breathe underwater for 30 minutes/SL. You are also equipped with floodlights that shed light within 10m/SL and, by spending 1ES, you can emit a sonar pulse that detects moving bodies within 20m/SL. You can use your Actions or Reactions to move your host.
Lvl.6 (SL 15°): you attach to your host's Torso and Head, granting them a +4 bonus, instead of +1 per spent SP, when they enhance Physical: Swimming checks. Your host is immune to gasses and can breathe underwater. You are also equipped with floodlights that shed light within 200m +100m per spent ES and, by spending 1ES, you can emit a sonar pulse that detects moving bodies within 500m +100m per spent ES. You can use your Actions or Reactions to move your own host.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*Mode: Visor

I turn into a visor to see over multiple spectra.

Lvl.1 (SL 1°): you attach to your host's Head and increase 2 times their visual magnification, as well as the Range of any weapons your host may wield and allow them to see in low light within 6m/SL. These different visions can be activated or deactivated as an Action.
Lvl.2 (SL 3°): you attach to your host's Head and increase 3 times their visual magnification, as well as the Range of any weapons your host may wield and allow them to see in low light within 8m/SL. These different visions can be activated or deactivated as an Action.
Lvl.3 (SL 6°): you attach to your host's Head and increase 3 times their visual magnification, as well as the Range of any weapons your host may wield and allow them to see in low light or on the infrared spectrum within 8m/SL. These different visions can be activated or deactivated as an Action or Reaction.
Lvl.4 (SL 9°): you attach to your host's Head and increase 4 times their visual magnification, as well as the Range of any weapons your host may wield and allow them to see in low light or on the infrared spectrum within 10m/SL. These different visions can be activated or deactivated as an Action or Reaction.
Lvl.5 (SL 12°): you attach to your host's Head and increase 4 times their visual magnification, as well as the Range of any weapons your host may wield and allow them to see in low light or on the infrared spectrum within 10m/SL and through non metallic solid materials up to 10cm/SL of thickness. These different visions can be activated or deactivated as an Action or Reaction.
Lvl.6 (SL 15°): you attach to your host's Head and increase 10 times their visual magnification, as well as the Range of any weapons your host may wield increases by 10 times and allow them to in low light or on the infrared spectrum within 200m+50m per spent ES and through non metallic solid materials up to 1m/SL of thickness +1m per spent ES. These different visions can be activated or deactivated as an Action or Reaction.
SPECIAL: Mode Traits characteristics are described at the beginning of this section.

*Mode: Weapon

This mode is inspired by the ancient pieces of equipment that used to be equipped to the ancient human troops. It turns into a firearm mounted on the limb of the soldier.

Lvl.1 (SL 1°): when you transform, you attach to any of your host's limbs that cannot wield anything else with it for the duration. The weapon you transform into is a **Ray Pistol** the host can shoot 1d6 times a day spending 1IS per Attack and only if your host does not move during the attack.
Lvl.2 (SL 3°): when you transform, you attach to any of your host's limbs that cannot wield anything else with it for the duration. The weapon you transform into is a **Ray Pistol** the host can shoot 2d6 times a day spending 1IS per Attack.
Lvl.3 (SL 6°): when you transform, you attach to any of your host's limbs, that cannot wield anything else with it for the duration. The weapon you transform into is a **Machine Gun** or **Ray Pistol** they can shoot 2d6 times per day spending 1IS per Attack. While in Weapon Mode, you can use your Actions to attack.
Lvl.4 (SL 9°): when you transform, you attach to any of your host's limbs. The weapon you transform into is a **Machine Gun** or **Ray Pistol** they can shoot 2d6 times per day spending 1IS per Attack. While in Weapon Mode, you can use your Actions to shoot the weapon during your own turn.

Lvl.5 (SL 12°): when you transform, you attach to any of your host's limbs. The weapon you transform into is a **Machine Gun**, **Ray Pistol** or **Flamethrower** they can shoot 4d6 times per day spending 1IS per Attack. While in Weapon Mode, you can use your Actions and Reactions to shoot.
Lvl.6 (SL 15°): when you transform, you attach to any of your host's limbs. The weapon you transform into is a **Machine Gun**, **Laser Rifle**, **Ray Pistol** or **Flamethrower** they can shoot as many times per day as they want, spending 1IS per Attack. While in Weapon Mode, you can use your Actions and Reactions to shoot.
SPECIAL: Mode Traits characteristics are described at the beginning of this section, while the profiles of their weapons are found in Chapter 4.

Overclock

Awakened Mecha-Suits can enhance their performances for a while, although at the cost of great stress for their core processors.

Lvl.1 (SL 1°): as an Action in a Round in which you did not move, you gain 1 Free Actions every Round to use as you see fit. Overclock lasts for 1d6 Rounds, at the end of which you lose 2d6 SP.
Lvl.2 (SL 3°): as an Action or a Reaction, you gain 1 Free Action every Round to use as you see fit. Overclock lasts for 2d6 Rounds, at the end of which you lose 2d6 SP.
Lvl.3 (SL 6°): as an Action or a Reaction, you gain 2 Free Actions every Round to use as you see fit. Overclock lasts for 2d6 Rounds, at the end of which you lose 2d6 SP.
Lvl.4 (SL 9°): as a Free Action or a Reaction, you gain 2 Free Actions every Round to use as you see fit. Overclock lasts for 3d6 Rounds, at the end of which you lose 1d6 SP.
Lvl.5 (SL 12°): as a Free Action or a Reaction, you gain 3 Free Actions every Round to use as you see fit. Overclock lasts for 3d6 Rounds, at the end of which you lose 1d6 SP.
Lvl.6 (SL 15°): as a Free Action or a Reaction you gain 5 Free Actions every Round to use as you see fit. Overclock lasts for 1d6 minutes, at the end of which you lose 1d6 SP.

*Remote Drone

Surveillance models like me mount sensors they can detach and send out as remote scanners.

Lvl.1 (SL 1°): over the course of 1 minute and by spending 1IS you can send out a drone (Speed 6m, 20x20cm in size, DL 15). As long as the drone is active, you can only access its sensors and you spend 1IS for every minute of activity. The drone can fly in a 100m radius and it can only have 1 drone active at any given time.
Lvl.2 (SL 3°): over the course of 1 minute and by spending 1IS you can send out a drone (Speed 6m, 20x20cm in size, DL 15). As long as the drone is active, you can only access its sensors and you spend 1IS for every 10 minutes of activity. The drone can fly in a 50m/SL radius and it can only have 1 drone active at any given time.
Lvl.3 (SL 6°): over the course of 1 minute and by spending 1IS you can send out a drone (Flying Speed 12m or Swimming Speed 6m, 20x20cm in size, DL 15). As long as the drone is active, you can choose whether to access the drone's sensors or its own senses and you spend 1IS for every 10 minutes of activity. The drone can fly in a 50m/SL radius and it can only have 1 drone active at any given time.
Lvl.4 (SL 9°): as 1 Action and by spending 1IS you can send out a drone (Flying Speed 12m or Swimming Speed 6m, 10x10cm in size, DL 16). As long as the drone is active, you can choose whether to access the drone's sensors or its own senses and you spend 1IS for every 10 minutes of activity. The drone can fly in a50m/SL radius and it can only have up to 2 drones active at any given time.
Lvl.5 (SL 12°): as 1 Action and by spending 1IS you can send out a drone (Flying Speed 24m or Swimming Speed 12m, 10x10cm in size, DL 16). As long as the drone is active, you have access to both the drone's sensors and its own senses and you spend 1IS for every hour of activity. The drone can fly in a 100m/SL radius and it can only have up to 3 drones active at any given time.
Lvl.6 (SL 15°): as 1 Action and by spending 1IS you can send out a drone (Flying Speed 50m or Swimming Speed 24m, 5x5cm in size, DL 17). As long as the drone is active, you have access to both the drone's sensors and its own senses and you spend 1IS for every hour of activity. The drone can fly in a 200m/SL radius and you can have any number of active drones at the same time.
SPECIAL: a Character can activate the Scanner, Specialist Protocol, Holoprojector, Sonic Implant or Scrap Processor Traits through a drone.

scanner

My chassis is equipped with sensors capable of performing detailed scans over several different spectra.

Lvl.1 (SL 1°): as an Action, if you do not move and spend 1ES+1 every subsequent minute of operation, you see electromagnetic signatures or get a 3D scan in a 10m/SL radius area or gain a +1 bonus when enhancing Perception: Listening checks. When you activate this sensor, your other senses shut down.
Lvl.2 (SL 3°): as an Action, if you do not move and spend 1ES+1 every subsequent minute of operation, you see electromagnetic signatures or get a 3D scan in a 10m/SL radius area or gain a +1 bonus when enhancing Perception: Listening checks. When you activate this sensor, one sense of your choice remains active.
Lvl.3 (SL 6°): as an Action, if you do not move and spend 1ES+1 every subsequent minute, you see electromagnetic signatures or get a 3D scan in a 20m/SL radius area or gain a +2 bonus, instead of +1 per spent SP, when enhancing Perception: Listening checks. When you activate this sensor, one sense of your choice remains active.
Lvl.4 (SL 9°): as an Action, if you do not move and spend 1ES+1 every subsequent 10 minutes, you see electromagnetic signatures or get a 3D scan in a 20m/SL radius area or gain a +2 bonus, instead of +1 per spent SP, when enhancing Perception: Listening checks. When you activate this sensor, your senses do not shut down.
Lvl.5 (SL 12°): as an Action, if you do not move and spend 1ES+1 every subsequent 10 minutes, you see electromagnetic or radioactive signatures or get a 3D scan in a 50m/SL radius area or gain a +3 bonus, instead of +1 per spent SP, when enhancing Perception: Listening checks. When you activate this sensor, your senses do not shut down.
Lvl.6 (SL 15°): as an Action, if you do not move and spend 1ES+1 every subsequent hour, you see electromagnetic, heat, chemical or radioactive signatures or get a 3D scan in a 1Km +100m per spent ES radius area, or receive a +4 bonus, instead of +1 per spent SP, when enhancing Perception: Listening checks. When you activate this sensor, your senses do not shut down.

scrap processor

I can recycle, smelt and reshape scrap metal to fuel my systems, manufacture new tools or repair damage.

Lvl.1 (SL 1°): over the course of 1 hour, spending 1ES and standing still you can store a Scrap Metal Portion, up to a maximum equal to your SL value. Over the course of 10 minutes, you can expend one to treat a Light Damage.
Lvl.2 (SL 3°): over the course of 10 minutes, spending 1ES and standing still you can store a Scrap Metal Portion, up to a maximum equal to your SL value. Over the course of 10 minutes, you can expend one to treat a Light Damage or use it in place of 1SP to activate a Mode Trait.
Lvl.3 (SL 6°): over the course of 10 minutes, spending 1ES and standing still you can store a Scrap Metal Portion, up to a maximum equal to your SL value. Over the course of 1 minute, you can expend one to treat a Light Damage or use it in place of 1SP to activate a Mode Trait. Alternatively you can expend 3 stored Portions of Scrap Metals to treat a Medium Damage over the course of 1 hour.
Lvl.4 (SL 9°): over the course of 1 minute and by spending 1ES you can store a Scrap Metal Portion, up to a maximum equal to your SL. Over the course of 1 minute, you can spend one to treat a Light Damage or use it in place of 1SP to activate a Mode Trait. Alternatively you can expend 3 stored Portions of Scrap Metals to treat a Medium Damage over the course of 1 hour. Locations repaired in this way inherit the bonus granted by the metals used to repair them.
Lvl.5 (SL 12°): over the course of 1 minute and by spending 1ES you can store a Scrap Metal Portion, up to a maximum equal to your SL value. As an Action, you can expend one to treat a Light Damage or use it instead of 1SP to activate a Mode Trait. Alternatively you can expend 3 stored Portions of Scrap Metals to treat a Medium Damage over the course of 10 minutes. Locations repaired this way inherit the bonus granted by the metals used to repair them.
Lvl.6 (SL 15°): as an Action, you can store a Scrap Metal Portion, up to a maximum equal to your SL value +1 per spent SL. As an Action, you can expend one Portion to treat a Light Damage or use it instead of 1SP to activate a Mode Trait. You can expend 3 stored Portions of Scrap Metals to treat a Medium Damage over the course of 1 minute or 5 to treat a Severe Damage in 10 minutes. Locations repaired this way inherit the bonus granted by the metals used to repair them.

"SOMEWHERE I'D RATHER NEVER BE? ANYWHERE TWO FOLLOWERS OF ADRAX FIND EACH OTHER AND TEST THEIR METTLE!"

SNA'PAT, WANDERING LEMURITE

SONIC IMPLANT

My sound amplifiers can emit several frequencies and my precise recorders are programmed with the best audio-video software.

Lvl.1 (SL 1°): as an Action you can record or play sounds at a volume audible within 50m/SL, by spending 1ES every 10 minutes.
Lvl.2 (SL 3°): as an Action you can record or play sounds at a volume audible within 50m/SL, by spending 1ES every 10 minutes. As an Action in a Round in which you have not moved and by spending 1IS, you can emit (resist IS2) a sound to Deafen opponents or an ultrasound that Distracts non sentient living beings. Regardless of which you choose, it affects all creatures within 6m and its effects last 1d6 Rounds.
Lvl.3 (SL 6°): as an Action you can record or play sounds at a volume audible within 100m/SL, by spending 1ES every 30 minutes. In addition, as an Action and by spending 1IS, you can emit (resist IS3) a sound to Deafen opponents or an ultrasound that Distracts non sentient living beings. Regardless of which you choose, it affects all creatures within 6m and its effects last 1d6 Rounds.
Lvl.4 (SL 9°): as an Action you can record, edit or play sounds at a volume audible within 100m/SL, by spending 1ES every 30 minutes. In addition, as an Action and by spending 1IS, you can emit (resist IS3) a sound to Deafen opponents (the duration becomes hours if they fail the check by 2 or more points) or an ultrasound that Distracts non sentient living beings (they are alsoScared if they fail the check by 2 or more). Regardless of which you choose, it affects all creatures within 6m and its effects last 1d6 Rounds.
Lvl.5 (SL 12°): as an Action you can record, edit or play sounds at a volume audible within 200m/SL spending 1ES every hour. In addition, as an Action or Reaction and by spending 1IS, you can emit (resist IS4) a sound to Deafen opponents (the duration becomes days if they fail the check by 2 or more points) or an ultrasound that Distracts non sentient living beings (they are alsoScared if they fail the check by 2 or more). Regardless of which you choose, it affects alla creatures within 6m and its effects last 2d6 Rounds.
Lvl.6 (SL 15°): as an Action you can record or play sounds at a volume audible within 5km+1 per IS spent and can alter them. In addition, as an Action or Reaction and by spending 1IS, you can emit (resist IS6) a sound to Stun or Deafen opponents (permanently, if they fail the check by 2 or more) or an ultrasound that makes Distracted and Impauriti non sentient living beings (Terrified if they fail the check by 2 or more). Regardless of which you choose, it affects all creatures within 12m and its effects last 2d6 Rounds.

*SPECIALIST PROTOCOL

These units are equipped with precision tools to perform emergency repairs, delicate operations and produce replacement parts. Because of their versatility, they are employed in any task that requires skill and specialized equipment.

Lvl.1 (SL 1°): as an Action, you produce specialist tools on a limb that you cannot use for any other task for the duration. These tools can repair damage to objects and you require only 1/2 of the time to take the chosen Skill checks. You spend 1 ES+1 per 10 minutes of use.
Lvl.2 (SL 3°): as an Action, you produce specialist tools on a limb that you cannot use for any other task for the duration. These tools can repair damage to objects and you require only 1/3 of the time to take the chosen Skill checks. You spend 1 ES+1 per 10 minutes of use. You can 3D print a Common Artifact or Resource every 7 days by spending 1ES and over the course of 1 hour.
Lvl.3 (SL 6°): as an Action, you produce specialist tools on a limb that you cannot use for any other task for the duration. These tools can repair damage to objects and you require only 1/3 of the time to take the chosen Skill checks. You spend 1 ES+1 per 30 minutes of use. You can 3D print a Common Artifact or Resource every 3 days by spending 1ES and over the course of 1 hour.
Lvl.4 (SL 9°): as an Action, you produce specialist tools on a limb that you cannot use for any other task for the duration. These tools can repair damage to objects and you require only 1/4 of the time to take the chosen Skill checks. You spend 1 ES+1 per 30 minutes of use. You can 3D print a Common Artifact or Resource every 3 days by spending 1ES and over the course of 1 hour or an Uncommon Resource every 7 days by spending 2ES and over the course of 4 hours.
Lvl.5 (SL 12°): as an Action, you produce specialist tools on a limb that you cannot use for any other task for the duration. These tools can repair damage to objects and you require only 1/4 of the time to take the chosen Skill checks. You spend 1 ES+1 per hour of use. You can 3D print a Common Artifact or Resource every day by spending 1ES and over the course of 10 minutes or an Uncommon Resource every 3 days by spending 2ES and over the course of 2 hours.

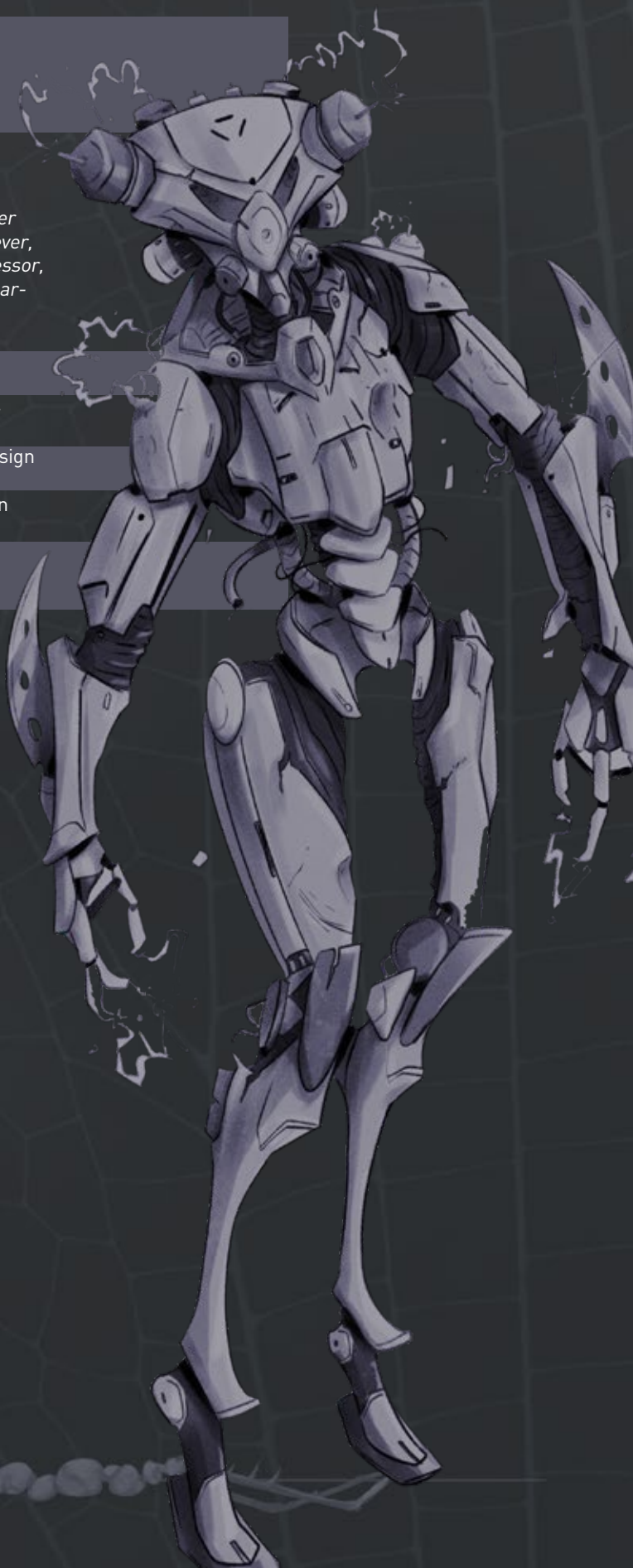
Lvl.6 (SL 15°): as an Action, you produce specialist tools on a limb. These tools can repair damage to objects and you require only 1/10 of the time to take the chosen Skill checks. You spend 1 ES+1 per hour of use. You can 3D print a Common Artifact or Resource every day by spending 1ES and an Action or an Uncommon Resource every 2 days spending 2ES over the course of 1 hour or a Rare one every 7 days.

***SPECIAL:** when you choose this Trait, choose which Technical Skill it depends on. You can take this Trait multiple times, choosing a different Skill each. With this Trait, you can only produce Artifacts and Resources that are relevant to its chosen Skill.

Superior Processor

All the most recent units were built with the Fugaku Quantuum 66X processor, that can run softwares ten thousand times faster than any other processor. Given its power consumption, however, those same units were then downgraded to a more modest processor, though some of them still prefer to rely on their more powerful hardware.

Lvl.1 (SL 1°): you receive 2 Skill Levels you must immediately assign and +1 Learning, but your daily Needs is multiplied by 6.
Lvl.2 (SL 3°): you receive 3 Skill Levels you must immediately assign and +2 Learning, but your daily Needs is multiplied by 5.
Lvl.3 (SL 6°): you receive 4 Skill Levels you must immediately assign and +3 Learning, but your daily Needs is multiplied by 4.
Lvl.4 (SL 9°): you receive 5 Skill Levels you must immediately assign and +3 Learning, but your daily Needs is multiplied by 3.
Lvl.5 (SL 12°): you receive 6 Skill Levels you must immediately assign and +5 Learning, but your daily Needs is multiplied by 2.
Lvl.6 (SL 15°): you receive 10 Skill Levels you must immediately assign and +10 Learning.



NECROCORDICEP

2.3.4 NECROCORDICESP

Ethic? What ethic does a virus follow, you ask? What ethic drives it when it forces the cells of a host organism to reproduce its own DNA, even at the cost of killing it in the process? Then, what ethic drives macro-organisms into reshaping and destroying entire continents for profit? The only difference, in addition to scale, is that the latter parasites are sentient, while their host is not. In the case of viruses, it is the opposite. Blessed are those who have a voice: with it, they can complain, justify their actions and claim their right to life.
There it is, your ethic.
But we have a voice now, and have no intention of playing the villains role in this story any longer.

Countless microorganisms make their way inside the cells of living beings, once free and alone like us, and yet many still believe that they alone experience what they call consciousness. A magnificent, eternal struggle in which every single, minuscule member of the microscopic world gives their all to survive, while macro-organisms do not even realize to be only one of the numerous strategies - and not even the most successful one - their invisible inhabitants have adapted into. They do not even know what happens inside their own bodies! And it is there that we live, evolve and prosper.

Like macro-organisms, we are made of many parts, but have one mind: what separates us from them is the awareness of being a colony. We do have a body of our own, but like any other living being of Materia, to survive and reproduce we need somebody else's life. However, we do it so much more elegantly, without violence. Hidden in the deepest ganglia of a brain, we can shut the claustrum network that surrounds its gray matter down and take over the body, then flow into another host whenever we need or want.

Your bodies are our worlds and playgrounds and if you think this is unfair, then think of what would Materia say of you and your actions, could it talk.

Much like ancient humanity, who consumed every planet to gather what they needed to conquer more, we can exploit the macro-organisms to prosper and propagate. Social relations, sexual reproduction, even the tribal rites are all perfect vessels for our kin to grow over the generations. The death of one has no meaning, for we are millions. Our evolutionary strategy accounts for casualties the most callous generals would consider grievous, fallen to the tyrannical scourge of antibodies, but where one fails, millions more succeed.

You cannot see us, cannot touch us, cannot stop us. Sure, it is not easy to adapt to your crude, immense and grotesque macroworld, your ill-optimized movements, your too many needs and excessive energy expenses. And yet, it is only thanks to imperfect and rotting vessels such as you that our kin has survived this far.

Your world, Materia, is but a fragment of the places we could grow in.

You will bring us there. It already happened.

It will happen again.

Creation

- ***Characteristics:*** 28 EP
- ***Traits:*** 1 Genetic Trait or 1 Learned Trait
- ***Equipment:*** -
- ***Morphology:*** depends on the host's Species
- ***Movement:*** depends on the host's Species
- ***Height:*** depends on the host's Species
- ***Weight:*** depends on the host's Species
- ***Needs:*** depends on the host's Species
- ***Natural Weapons:*** depends on the host's Species

Body: MAX 15 MIN 5, ***Reflexes:*** MAX 14 MIN 3, ***Mind:*** MAX 18 MIN 7
(should you take the body of a Species listed in this book, use its specific MIN and MAX scores)

Special:

- **Cerebral Infection:** choose a host body from the following list and use its information in place of the fields marked with an asterisk in this section. However, your Character does not benefit from the Special feature of the chosen Species. It is always possible to infest other living beings by maintaining physical contact for at least 60 minutes, the ingestion of biological substances belonging to the infested body or the exchange of bodily fluids. You can only infest biological Sentient and Semi-Sentient creatures from the list down below. The infestation process is like a Disease (see Chapter 4), with a 2d6 hours incubation period. If it is not resisted (resist IS 2 +1 every 5 SL; this DL is referred to as Viral Charge), your consciousness is transferred into the new host body and takes over it. In case of failure, you remain inside the previous host body. If you change host body during an action scene, you must roll Initiative again after the transfer. Your new body retains its physical traits and any SP it had at the moment of the infection, but its Characteristics are replaced by your own -1 (the new maximum value for each System cannot be lesser than its current value). Calculate again Statistics and any other related bonuses. You retain your Skills while inside your new body, but you suffer +1 Weakened and +1 Mental Disorder and absorb a memory (up to 1minute/SL long) from the host. The host body's daily Needs increase by 1 Portion. If all the Systems are reduced to 0, both you and the host die. If the host body suffers enough Damage to be killed, you keep living inside it, but cannot use it anymore. If you leave a living body for a new one, the former will regain consciousness after 1d6 Rounds, suffers +1 Tired, recovers the Characteristics they had before the infestation and their current SP are equal to yours when you left their body. Every time you leave a body for a new one, the Narrator rolls 2d6 +1/5EF: on a result of 12 or more, you leave a Non Player Character Necrocordiceps in your previous body, that matures within 2d6 days, developing their own consciousness and trying to take over the body.

List of available creatures as hosts, from the ***Text of Traditions*** (these Species are described in this chapter's paragraphs):

- Arthropoid
- Clone
- Squamata
- Shrub (with the Exotic Virus Trait)
- Mecha-Suit (with the Exotic Virus Trait)

List of available creatures as hosts, from the ***Text of Creatures***: (host bodies belonging to these Species do not receive Special Characteristics or specific Actions, unless otherwise specified)

- Quadripoids (only Common specimens during Character creation; the body retains the Vibroperception ability)
- Lemurites (the body retains the Night Vision ability)
- Verminoids (only Trader specimens during Character creation)
- Primordians (only Common specimens during Character creation; the body retains the Large characteristic)
- Neurofungi (onlyi with the Exotic Virus Trait and only Infester specimens during Character creation; the body retains the Fungal Creature characteristic)

Physiology

We are an aggregation of micro-organisms that can manifest consciousness by colonizing and exploiting the brains of more complex creatures.
Every cell of ours is simple: its nucleus contains a single RNA strand to block the host's metabolism and cellular functions and synthesize the proteins necessary to take over the rest, while our double DNA helix adapted to simulate and replace our host's cells.
The colonies we form inside a host count millions of individuals coordinating with each other through the nervous system; only when we succeed in replacing the host's neurons we do form a communal will and, eventually, a consciousness.

We move through our host's body using flagella and glyco-proteins allow us to detect potential host cells. We have no preference in choosing our hosts and we never stay in the same body for long.

However, our hosts often bear the signs of our presence that some macroscopics learned to look out for, the most obvious of which are dark, bulging veins, reddened eyes and increased metabolic consumption.

Dietary Requirements

We draw the energy we need to survive from host cells. At times, we are but simple table companions, other symbiotes, but more often we are parasites.

Ecology

Our life and death cycles are simple; we penetrate into new organisms through an exchange of fluids and infect the digestive tract. Then, we begin infecting and then imitating nervous cells. We crawl up to the central nervous system, slowly replacing neural activity. Alone, we are nothing and there are some who even refuse to call us living beings, but in great numbers we are for all intents and purposes a consciousness, according to any definition of it.

Our primary goal is to maintain our host body and infect new ones; some of us prefer to remain in the same body for as long as they can and when they find another that could provide excellent sustenance then learn the customs of its macro-organic kin. Our survival depends on the host choice and, despite moving from one body to another leaving behind a trail of hollow and dying husks is a risk, we do not hesitate to infest another body whether the current one is too debilitated or inefficient.

Our DNA adapts rapidly to biomes and molecular structures and provides us with endless development opportunities for new ways to infect and control.

Psychology

We are viruses, we know little about the macroscopic world and anything we ever learn is through our ever different bodies.
Some of us take on some of their hosts' personality and memories, while others simply live inside them. We all refer to ourselves in the plural. It is a relatively common habit for us, but if we do not pay attention it could raise macro-organism suspicion.
Many among them feel uncomfortable around us, so we tend to hide the signs of our presence on the host body and lie to spread our infection even further.

We are often found in small wandering groups of beings that cooperate, not unlike our cells. These groups are perfect to spread our contagion or, should our host body be damaged beyond healing, provide an emergency solution. To avoid raising suspicions and ensure long term collaboration, however, it is better not to infest them immediately and wait for the right time. We know it may sound cynical, but do not be fooled: they fear and despise us and make no effort to understand us. Should they ever learn of our true identity, they would not hesitate to kill us, even after many years of peaceful and mutually beneficial coexistence. Some of us are said to have tried to explain what they were and how they lived, ensuring they had no hostile intentions and that they were simply trying to survive, like everyone else. Few of these stories ever ended well.

Understanding what the macro-organics do or want is hard, as our needs differ a lot from theirs. At times, we forget to consider key culture or proprioception aspects of our hosts, both utterly alien to us. Many of us simply do not understand sexual reproduction or the finer parts of courting rituals. Others get noticed for not taking care of their hygiene or wounds. Overall, many of the worries typical to macro-organics are beyond comprehension to us as entirely absent from the scope of our worlds, so every time we acquire a new host body we must learn anew how to be "credible" members of their species.
No matter what we choose to do with our lives, understanding the psychology of macro-organics and using it to our advantage is the key for our survival.

Common Necrocordiceps Names

Linfokitis, Nekromaxx, Av-Sun-Vir, Stomata, Hepadna, Korona, Cytoplatys, Plasmotarr, Apoptys, Phocine, Gen'o'larr, Biohex, Entropococcus, Virolax, Poxxer, Zoster, Pancefalus, Anthra, Toxifer, Viria.

ADVICE

Many do not consider viruses living beings. Necrocordiceps are what happens when a virus colony develops a consciousness and takes over its host, including all its many interesting implications.

Proprioception is hard to understand for these parasite organisms, much like personal hygiene or health. Viruses know sex only through the bodies they infest and their moral compass is shaped by the typical priorities of the microscopic world, rather than the macroscopic ones.

Undoubtedly, being able to change host bodies should expand a Necrocordiceps worldview but its abuse can give their nature away and expose them to great dangers.

Genetic Traits

The following are the Necrocordiceps' available Genetic Traits, that alter their infestation capabilities and harness numerous skills off their victims. Each of them is assigned a Level that increases every 3 SL, and can be selected either during Character creation or when your Character's SL grows.
Traits marked with an asterisk follow the special rules you will find in their detailed description.

TRAITS	EFFECTS
Altered Diet	Your host's stomach learns to digest substances of any kind.
Awaken the Sleeper	You can relinquish control, for a short time, to the consciousness inhabiting it before you took over.
Bacterial Resistance	Your resistance to illness and infections improves.
Consciousness Transmigration	When you infect a body, you access more memories from your new host and can implant them in other bodies.
Enhance the Host	You can enhance the capabilities of your host body for a short time.
*Evolved Parasite	You make the best of the resources you obtain from your host body.
*Exotic Virus	You can infect plants, machines and non sentient specimens of the Species you could already infest.
Expectorate	You can attempt infestation by forcing the target body to expel their internal fluids.
Greater Viral Charge	Your Viral Charge increases and you can sap your target's immune defenses when you infest them.
Harmless Contagion	When you leave a host body, they do not suffer negative consequences.
Hidden Infestation	Spotting the signs of your infestation is much more difficult.
*Improved Symbiosis	You make the best of the resources you obtain from your host body to gain benefits for both.
Lethal Infestation	Your infestation causes ulcers and necrosis in the host body.
Mind Crusher	Your passage leaves deep scars in the psyche of your host.
*Mutogenic Virus	You can trigger unusual genetic mutations for the Species of your host.
*Necroinfestation	You can infest and reanimate corpses.
Painless	You do not share your host's receptors of pain, fatigue and stress.
Polyinfection	You can infest and control more than one target.
Rapid Incubation	Your incubation time is drastically diminished.
*Remote Infestation	You can attempt an infestation from a distance.
Secondary Mind	You develop a secondary intellect that allows you to take additional actions.
*Sense the Living	You can sense the bacterial flora in living beings near you.
*Triggered Evolution	You can force your host body to develop Genetic Traits of its Species.
Viral Might	Your Viral Charge increases and you infest bodies faster.
Virion	You fall in a dormant state, in which you do not cause any negative effects on your host body.

Altered Diet

When we invade a new host, the digestive tract is our first battleground.
Once conquered, improving their digestion is one of the most efficient methods to ensure our survival.

Lvl.1 (SL 1°): you become omnivore and gain a +1 bonus, when enhancing a check against ingestion-based negative effects.
Lvl.2 (SL 3°): you become omnivore and gain a +2 bonus, instead of +1 per spent SP, when enhancing a check against ingestion-based negative effects. Once every 2 days, you can replace 1 Portion of nutrients with an equivalent amount of minerals or metals.
Lvl.3 (SL 6°): you become omnivore and gain a +3 bonus, instead of +1 per spent SP, when enhancing a check against ingestion-based negative effects. Once a day, you can replace 1 Portion of nutrients with an equivalent amount of minerals or metals.
Lvl.4 (SL 9°): you become omnivore and gain a +3 bonus, instead of +1 per spent SP, when enhancing a check against ingestion-based negative effects. Once a day, you can replace 1 Portion of nutrients with an equivalent amount of minerals or metals or by standing 4 hours still under direct sunlight.
Lvl.5 (SL 12°): you become omnivore and gain a +4 bonus, instead of +1 per spent SP, when enhancing a check against ingestion-based negative effects. Once every 2 days, you can replace 1 Portion of nutrients with an equivalent amount of inorganic materials of any kind or by standing 2 hours still under direct sunlight.
Lvl.6 (SL 15°): you become omnivore and are immune to ingestion-based negative effects. You can replace 1 Portion of nutrients with an equivalent amount of inorganic materials of any kind or by spending 2 hours under direct sunlight.

Awaken the Sleeper

Peaceful coexistence with our host is possible.
If they realize the potential we mean for them, we may let their consciousness emerge from time to time. And even to occasionally relinquish control of their bodies.

Lvl.1 (SL 1°): over the course of 1 minute you can awaken the consciousness of your host, who is free to act according to their will. This effect lasts for 1d6 hours and the host has access to all their Skills, instead of yours, but you keep your SP and Characteristics. The host suffers a -1 Morale penalty for the duration of the effect.While the original consciousness of the body is in control, you are unconscious and remember nothing of it.
Lvl.2 (SL 3°): over the course of 1 minute you can awaken the consciousness of your host, who is free to act according to their will. This effect lasts for 1d6 hours and the host has access to all their Skills, instead of yours, but you keep your SP and Characteristics. The host suffers a -1 Morale penalty for the duration of the effect. While in this state, you can share only one sense with your host. Once per hour, you can attempt to interrupt this effect (resist NS 1d6).
Lvl.3 (SL 6°): as an Action you can awaken the consciousness of your host, who is free to act according to their will. This effect lasts for up to 1d6 hours (your choice) and the host has access to all their Skills, instead of yours, but you keep your SP and Characteristics. The host suffers a -1 Morale penalty for the duration of the effect. While in this state, you can share only one sense with your host. Once per hour, you can attempt to interrupt this effect (resist NS 1d6).
Lvl.4 (SL 9°): as an Action you can awaken the consciousness of your host, who is free to act according to their will. This effect lasts for up to 2d6 hours (your choice) and the host has access to all their Skills, instead of yours, but you keep your SP and Characteristics. The host suffers a -1 Morale penalty for the duration of the effect. While in this state, you can share only two senses with your host. Once every 10 minutes, you can attempt to interrupt this effect (resist NS 1d6).
Lvl.5 (SL 12°): as an Action or a Reaction you can awaken the consciousness of your host, who is free to act according to their will. This effect lasts for up to 2d6 hours (your choice) and the host has access to all their Skills, instead of yours, but you keep your SP and Characteristics. While in this state, you can share up to two senses with your host. Once every 10 minutes, you can attempt to interrupt this effect (resist NS 1d6).
Lvl.6 (SL 15°): as an Action or a Reaction you can awaken the consciousness of your host, who is free to act according to their will for as long as you want. The host has access to all their Skills, instead of yours and retains their SP and Characteristics. While in this state, you can share your senses with your host. You can attempt to interrupt this effect at any time.

Bacterial Resistance

If there is anything we specialized in, it is fighting other microscopic life to protect our hosts from infections and other unwelcome hosts.

Lvl.1 (SL 1°): when you spend IS to resist a Disease, you gain a +1 bonus. By spending 1IS, you may get rid of any Infection.
Lvl.2 (SL 3°): when you spend IS to resist a Disease, you gain a +2 bonus, instead of +1 per spent SP,. By spending 1IS, you may get rid of any Infection.
Lvl.3 (SL 6°): when you spend IS to resist a Disease, you gain a +2 bonus, instead of +1 per spent SP. Should you contract the Disease, you can attempt to resist again in half the time. By spending 1IS, you may get rid of any Infection.
Lvl.4 (SL 9°): when you spend IS to resist a Disease, you gain a +3 bonus,instead of +1, per spent SP. Should you contract the Disease, you can attempt to resist again in half the time. By spending 1IS, you may get rid of any Infection.
Lvl.5 (SL 12°): when you spend IS to resist a Disease, you gain a +3 bonus,instead of +1, per spent SP. Should you contract the Disease, you can attempt to resist again in 1/4 the time. You are immune to Infections.
Lvl.6 (SL 15°): when you spend IS to resist a Disease, you gain a +4 bonus, instead of +1, per spent SP. Should you contract the Disease again, you can attempt to resist again every minute. You are immune to Infections.

Consciousness Transmigration

Few understand the endless possibilities a mobile neural network of memories, knowledge and information means to our hosts.

Lvl.1 (SL 1°): when you infest a body, the length of the memories you absorb doubles and you always absorb 1 more. You can also move 1 memory from your previous host when jumping into a new one and suffer +1 Mental Disorders when you do so.
Lvl.2 (SL 3°): when you infest a body, the length of the memories you absorb increases three times and you always absorb 1 more. You can also move 1 memory from your previous host when jumping into a new one and gain a +1 bonus to checks on a Skill that body used to have. If you do so you suffer +1 Mental Disorders.
Lvl.3 (SL 6°): when you infest a body, the length of the memories you absorb increases four times and you always absorb 2 more. You can also move 2 memories from your previous host when jumping into a new one and gain a +1 bonus to checks on a Skill that body used to have. If you do so you suffer +1 Mental Disorders.
Lvl.4 (SL 9°): when you infest a body, the length of the memories you absorb increases four times and you always absorb 2 more and do not suffer Mental Disorders. You can also move 2 memories from your previous host when jumping into a new one and gain a +1 bonus to checks on 2 Skills that body used to have. If you do so you suffer +1 Mental Disorders.
Lvl.5 (SL 12°): when you infest a body, the length of the memories you absorb increases six times, you always absorb 3 more and do not suffer Mental Disorders. You can also move 3 memories from your previous host when jumping into a new one and gain a +1 bonus to checks on 2 Skills that body used to have. If you do so, you suffer +1 Mental Disorders.
Lvl.6 (SL 15°): when you infest a body, the length of the memories you absorb increases ten times, you always absorb 4 more and do not suffer Mental Disorders. You can also move 4 memories from your previous host when jumping into a new one and gain a +1 bonus to checks on 3 Skills that body used to have.

Enhance the Host

We use your own body better than you ever could. Embrace your new, improved, abilities.

Lvl.1 (SL 1°): after satisfying your daily Needs you can add a +1d6 bonus to any single check within the next 4 hours. When you do, you suffer +1 Tired.

Lvl.2 (SL 3°): after satisfying your daily Needs you can add a +1d6 bonus to any single check within the next 8 hours. When you do, you suffer +1 Tired. Your Load score increases by 2Kg/SL.
Lvl.3 (SL 6°): after satisfying your daily Needs you can add a +1d6 bonus up to any two checks within the next 8 hours. When you do, you suffer +1 Tired. Your Load score increases by 2Kg/SL.
Lvl.4 (SL 9°): after satisfying your daily Needs you can add a +1d6 bonus up to any two checks within the next 12 hours. When you do, you suffer +1 Tired. Your Load score increases by 5Kg/SL.
Lvl.5 (SL 12°): after satisfying your daily Needs you can add a +1d6 bonus up to any three checks within the next 12 hours. When you do, you suffer +1 Tired. Your Load score increases by 5Kg/SL.
Lvl.6 (SL 15°): after satisfying your daily Needs you can add a +1d6 bonus up to any four checks within the next 24 hours. When you do, you suffer +1 Tired. Your Load score increases by 100Kg +20Kg per spent NS every hour.

*Evolved Parasite

We absorb most of the substances your organism processes. We live off of your nourishment, your energies, and know how to make the most of your bodies.

Lvl. 1 (SL 1°): you can spend IS as if they were NS or ES at any moment. Your daily Needs increase by 1. You can spend 1d6 IS to increase your Viral Charge by an equal amount for a single infestation attempt.
Lvl. 2 (SL 3°): you can spend IS as if they were NS or ES at any moment. Your daily Needs increase by 1. You can spend 1d6 IS to increase your Viral Charge by an equal amount for a single infestation attempt.
Lvl. 3 (SL 6°): you can spend IS as if they were NS or ES at any moment. Your daily Needs increase by 1. When Food would allow you to recover SP, you can choose which type. You can spend 1d6 ES to increase your Viral Charge by an equal amount for 10 minutes/SL.
Lvl. 4 (SL 9°): you can spend IS as if they were NS or ES at any moment. Your daily Needs increase by 1. When Food would allow you to recover SP, you can choose which type and you recover 1 extra. You can spend up to 6 SP to increase your Viral Charge by an equal amount for 1ominutes/SL.
Lvl.5 (SL 12°): you can spend IS as if they were NS or ES at any moment. Your daily Needs increase by 1. When Food would allow you to recover SP, you can choose which type and you recover 1 extra. You can spend up to 6 SP to increase your Viral Charge by an equal amount for 1 hour/SL.
Lvl.6 (SL 15°): you can spend IS as if they were NS or ES at any moment. Your daily Needs increase by 1. When Food would allow you to recover SP, you can choose which type and you recover 1 extra. You can spend ES to increase your Viral Charge by an equal amount for 24 hours.
SPECIAL: You cannot take this Trait if you already possess Improved Symbiosis.

*Exotic Virus

Evolution allows us to infest plants, beasts and machines too.

Lvl.1 (SL 1°): you can infect creatures from the chosen type and you suffer -1 Viral Charge when attempting so. You can also infect non-sentient creatures by spending 1d6 IS, but you lose sentience for the duration.
Lvl.2 (SL 3°): you can infect creatures from the chosen type and you suffer -1 Viral Charge when attempting so. You can also infect non-sentient creatures by spending 1d6 IS. You also gain +1 Viral Charge when you attempt to infest a target that has never attempted to resist infestation from a Necrocordiceps before.
Lvl.3 (SL 6°): you can infect creatures from the chosen type. You can also infect non-sentient creatures by spending 1d6 IS. You also gain +2 Viral Charge when you attempt to infest a target that has never attempted to resist infestation from a Necrocordiceps before.
Lvl.4 (SL 9°): you can infect creatures from the chosen type. You can also infect non-sentient creatures. You also gain +2 Viral Charge when you attempt to infest a target that has never attempted to resist infestation from you before.
Lvl.5 (SL 12°): you can infect creatures from the chosen type. You can also infect non-sentient creatures. You also gain +3 Viral Charge when you attempt to infest a target that has never attempted to resist infestation from you before.
Lvl.6 (SL 15°): you can infect creatures from the chosen type. You can also infect non-sentient creatures. You also gain +4 Viral Charge when you attempt to infest a target that has never been successfully infected by you.
SPECIAL: when you develop this Trait, choose an additional creature type among plants, animals, and artificial. This Trait can be developed multiple times, each choosing a different type.

Expectorate

Animal bodies can vomit. As gross as it may seem, it is a great opportunity to spread the infestation.

Lvl.1 (SL 1°): as an Action or Reaction in a Round in which you do not move and by spending 1IS (mark it as Hunger) you coax your host into vomiting their inner fluids on up to two adjacent targets within 1m (it is considered a Ranged Weapon). If you hit a Location with mucous membranes or sphincters, you can attempt an infestation.
Lvl.2 (SL 3°): as an Action or Reaction and by spending 1IS (mark it as Hunger) you coax your host into vomiting their inner fluids on up to two adjacent targets within 4m (it is considered a Ranged Weapon). If you hit a Location with mucous membranes or sphincters, you can attempt an infestation.
Lvl.3 (SL 6°): as an Action or Reaction and by spending 1IS (mark it as Hunger) you coax your host into vomiting their inner fluids on up to three adjacent targets within 4m (it is considered a Ranged Weapon). If you hit a Location with mucous membranes or sphincters, you can attempt an infestation and inflict +1 Pain.
Lvl.4 (SL 9°): as an Action or Reaction and by spending 1IS (mark it as Hunger) you coax your host into vomiting their inner fluids on up to three adjacent targets within 8m (it is considered a Ranged Weapon). If you hit a Location with mucous membranes or sphincters, you can attempt an infestation and inflict +1 Pain.
Lvl.5 (SL 12°): as an Action or Reaction and by spending 1IS (mark it as Hunger) you coax your host into vomiting their inner fluids on up to four adjacent targets within 8m (it is considered a Ranged Weapon). If you hit a Location with mucous membranes or sphincters, you can attempt an infestation and inflict +1 Pain and 1 Light Damage.
Lvl.6 (SL 15°): as an Action or Reaction and by spending 1IS (mark it as Hunger) you coax your host into vomiting their inner fluids on up to targets within 10m (it is considered a Ranged Weapon). If you hit, you can attempt an infestation and deal +1 Pain and 1 Light Damage.

Greater Viral Charge

As much as the natural defenses of our vessels try to defend them, we are relentless in our pursuit.

Lvl.1 (SL 1°): +1 Viral Charge. When you infest a body, you can cause your new host to lose up to 1 IS.
Lvl.2 (SL 3°): +2 Viral Charge. When you infest a body, you can cause your new host to lose up to 2 IS.
Lvl.3 (SL 6°): +3 Viral Charge. When you infest a body, you can cause your new host to lose up to 3 IS.
Lvl.4 (SL 9°): +4 Viral Charge. When you infest a body, you can cause your new host to lose up to 4 IS.
Lvl.5 (SL 12°): +5 Viral Charge. When you infest a body, you can cause your new host to lose up to 5 IS.
Lvl.6 (SL 15°): +6 Viral Charge. When you infest a body, you can cause your new host to lose up to 6 IS.

Harmless Contagion

The shock caused by the side effects of our infestation can prove counterproductive for us. Learning how not to leave traces on our hosts is key.

Lvl.1 (SL 1°): when you infest a body, they do not suffer the +1 Weakened penalty. When you leave a host, it regains consciousness after only 1 Round.
Lvl.2 (SL 3°): when you infest a body, they do not suffer the +1 Weakened penalty and you do not suffer the -1 penalty to Characteristics redistribution. When you leave a host, it regains consciousness after only 1 Round and does not suffer the +1 Tired penalty.
Lvl.3 (SL 6°): when you infest a body, they do not suffer the +1 Weakened and +1 Mental Disorders penalty and you do not suffer the -1 penalty to Characteristics redistribution. When you leave a host, it regains consciousness after only 1 Round and does not suffer the +1 Tired penalty. Their daily Needs do not increase.
Lvl.4 (SL 9°): when you infest a body, they do not suffer the +1 Weakened and +1 Mental Disorders penalty and you do not suffer the -1 penalty to Characteristics redistribution. When you leave a host, it immediately regains consciousness and does not suffer the +1 Tired penalty. Their daily Needs do not increase and the DL to spot the signs of your infestation increases by 1.
Lvl.5 (SL 12°): when you infest a body, they do not suffer the +1 Weakened and +1 Mental Disorders penalty and you do not suffer the -1 penalty to Characteristics redistribution. When you leave a host, it immediately regains consciousness and does not suffer the +1 Tired penalty. Their daily Needs do not increase and the DL to spot the signs of your infestation increases by 2. You can delay your Genetic Trait effects to trigger within 1hour.
Lvl.6 (SL 15°): when you infest a body, they do not suffer the +1 Weakened and +1 Mental Disorders penalty and you do not suffer the -1 penalty to Characteristics redistribution. When you leave a host, it immediately regains consciousness and does not suffer the +1 Tired penalty nor any other Condition you may otherwise inflict when leaving. The body's daily Needs do not increase and the DL to spot the signs of your infestation increases by 4. You can delay your Genetic Trait effects to trigger within 24 hours.

"YOURS IS AN ISSUE OF PROPORTIONS. FOR US, YOUR BODIES ALONE ARE ENTIRE UNIVERSES TO EXPLORE AND YET THEY PALE IF COMPARED TO THE COMPLEXITY OF MATERIA. HAVE YOU EVER THOUGHT ABOUT IT? WHAT IF YOUR MACROWORLD WAS NOTHING BUT A FRAGMENT OF SOMETHING MUCH, MUCH GREATER?"

CAMPFIRE MEDITATIONS OF A WISE, NAMELESS NECROCORDICEPS

Hidden Infection

The exterior signs of the infection on our hosts can give our presence off to the macro-organisms; hide them, to keep the infestation spreading.

Lvl.1 (SL 1°): every Medicine or Perception check made to detect illnesses in your host body suffers a +1d6 DL penalty. You can alter your host voice.
Lvl.2 (SL 3°): every Medicine or Perception check made to detect illnesses in your host body suffers a +2d6 DL penalty. You can alter your host voice, your veins are not as evident.
Lvl.3 (SL 6°): every Medicine or Perception check made to detect illnesses in your host body suffers a +2d6 DL penalty. You can alter your host voice, your veins are not as evident, your eyes look normal. You also gain a +1 bonus when enhancing Stealth checks.
Lvl.4 (SL 9°): every Medicine or Perception check made to detect illnesses in your host body suffers a +3d6 DL penalty. You can alter your host voice, your veins are not as evident, your eyes look normal and you can also decrease the exterior signs of any disease or Condition. You also gain a +1 bonus when enhancing Stealth checks.
Lvl.5 (SL 12°): every Medicine or Perception check made to detect illnesses in your host body suffers a +3d6 DL penalty. You can alter your host voice, your veins are not as evident, your eyes look normal and you can also decrease the exterior signs of any disease or Condition. You also gain a +2 bonus per spent SP, instead of +1, when enhancing Stealth checks.
Lvl.6 (SL 15°): every Medicine or Perception check made to detect illnesses in your host body suffers a +5d6 DL penalty. You can alter your host voice, your veins are not as evident, your eyes look normal and you can also decrease the exterior signs of any disease, Condition or Damage. You also gain a +3 bonus per spent SP, instead of +1, when enhancing Stealth checks.

*Improved Symbiosis

Coexisting with our host should not be an opportunist struggle, but a fair exchange of resources for mutual benefits.

Lvl.1 (SL 1°): when you recover SP by feeding, you always recover 1 more and your Needs are reduced by 1. The time before suffering negative effects from hunger or thirst increases 2 times.
Lvl.2 (SL 3°): when you recover SP by feeding or resting, you always recover 1 more and your Needs are reduced by 1. The time before suffering negative effects from hunger or thirst increases 2 times.
Lvl.3 (SL 6°): when you recover SP by feeding or resting, you always recover 1 more and your Needs are reduced by 1. The time before suffering negative effects from hunger or thirst increases 3 times.
Lvl.4 (SL 9°): when you recover SP, you always recover 2 more and your Needs are reduced by 1. The time before suffering negative effects from hunger or thirst increases 3 times.
Lvl.5 (SL 12°): when you recover SP, you always recover 2 more and your Needs are reduced by 1. The time before suffering negative effects from hunger or thirst increases 4 times.
Lvl.6 (SL 15°): when you recover SP, you always recover 3 more and your Needs are reduced by 2. The time before suffering negative effects from hunger or thirst increases 5 times.
SPECIAL: You cannot develop this Trait if you already possess Evolved Parasite.

Lethal Infestation

There is no reason to have mercy on macro-organisms; strike at their primary vitals and kill them before they realize what happened.

Lvl.1 (SL 1°): for every 24 hours spent in a host body, it suffers 1 Light Damage and +1 Bleeding to a Location of your choice.
Lvl.2 (SL 3°): for every 12 hours spent inside an host body, it suffers 1 Light Damage and +1 Bleeding to any Location of your choice.
Lvl.3 (SL 6°): for every 6 hours spent inside an host body, it suffers 1 Light Damage and +1 Bleeding to any Location of your choice.
Lvl.4 (SL 9°): for every 3 hours spent inside an host body, it suffers 1 Light Damage and +1 Bleeding to any Location of your choice.
Lvl.5 (SL 12°): for every hour spent inside an host body, it suffers 1 Light Damage and +1 Bleeding to any Location of your choice.
Lvl.6 (SL 15°): for every minute spent inside an host body, it suffers 1 Light Damage and +1 Bleeding to any Location of your choice.

Mind Crusher

Infestation is a weapon, not just an evolutionary tool, one to burn synapses and scar brains.

Lvl.1 (SL 3°): when you leave a body, you can reduce their NS by 1d6.
Lvl.2 (SL 3°): when you leave a body, you can reduce their NS by 1d6. When you infest a body, you can choose to inflict +1 Mental Disorders.
Lvl.3 (SL 6°): when you leave a body, you can reduce their NS by 2d6. When you infest a body, you can choose to inflict +1 Mental Disorders.
Lvl.4 (SL 9°): when you leave a body, you can reduce their NS by 2d6 and inflict +1 Stressed. When you infest a body, you can choose to inflict +1 Mental Disorders or -1 Morale for 1 hour.
Lvl.5 (SL 12°): when you leave a body, you can reduce their NS by 3d6 and inflict +1 Stressed. When you infest a body, you can choose to inflict +1 Mental Disorders or -1 Morale for 1 hour.
Lvl.6 (SL 15°): when you leave a body, you can reduce their NS by any amount and cause them any amount of additional Stress. When you infest a body, you can choose to inflict +1 Mental Disorders and -1 Morale for 24 hours.

*Mutogenic Virus

Your DNA is at our mercy: we can play with your genes and lead you along evolutionary paths your Species long forgot.

Lvl.1 (SL 1°): When you satisfy twice your daily Needs, roll 1d6 (you can avoid doing so if you resist IS 2d6). On a result of 6, your host permanently develops a random mutation from the Special section of this Trait within 1 hour/SL. When you develop a new mutation, you can choose to have any number of existing mutations regress, until they disappear.
Lvl.2 (SL 3°): When you satisfy twice your daily Needs, roll 1d6 (you can avoid doing so if you resist IS 2d6). On a result of 6, your host permanently develops a random mutation from the Special section of this Trait within 30 minutes/SL. When you develop a new mutation, you can choose to have any number of existing mutations regress, until they disappear. You can have up to 2 mutations at a time.
Lvl.3 (SL 6°): When you satisfy twice your daily Needs, roll 1d6 (you can avoid doing so if you resist IS 1d6). On a result of 5 or 6, your host permanently develops a random mutation from the Special section of this Trait within 1 minute/SL. When you develop a new mutation, you can choose to have any number of existing mutations regress, until they disappear. You can have up to 2 mutations at a time.
Lvl.4 (SL 9°): When you satisfy your daily Needs, roll 1d6 (you can avoid doing so if you resist IS 1d6). On a result of 5 or 6, your host permanently develops a random mutation from the Special section of this Trait within 1 minute/SL. When you develop a new mutation, you can choose to have any number of existing mutations regress, until they disappear. You can have up to 4 mutations at a time.
Lvl.5 (SL 12°): When you satisfy your daily Needs, roll 1d6 (you can avoid doing so if you resist IS 1d6). On a result of 4, 5 or 6, your host permanently develops a random mutation from the Special section of this Trait within 1 Round/SL. When you develop a new mutation, you can choose to have any number of existing mutations regress, until they disappear. You can have up to 4 mutations at a time.
Lvl.6 (SL 15°): When you satisfy your daily Needs, roll 1d6 (you can avoid doing so if you resist IS 1d6). On a result of 3 or more, your host permanently instantly develops a random mutation from the Special section of this Trait. When you develop a new mutation, you can choose to have any number of existing mutations regress, until they disappear. There is no limit to the amount of mutations you can benefit from at any moment.
SPECIAL: Roll 1d6 to determine a mutation. It is possible to obtain the same mutation multiple times, either on the same Location or different ones.
1- Head: your brain grows exponentially (+1 Mind, +1 Mental Disorders)
2- Prehensile Limb: a randomly selected limb develops muscle or claws (+1 Body or -1 Damage Scale)
3- Locomotion Limbs: your locomotive limbs become faster (+2m Speed)
4- Extra Body Parts: you grow extra body parts on a randomly selected Location. Roll 1d6: 1-2-3) Prehensile Limb 4-5) Wing (for every 2 wings, you receive 4m flight Speed) 6) Head (+1 Initiative and Perception)
5- Organs: your internal organs multiply and work more efficiently (your recovery time is halved)
6- Armor: your skin grows a chitinous layer or thickens (+1 Res to a randomly selected Location)

Necroinfestation

We do not need our host to be alive to use it. Even corpses can, and will, serve our cause.

Lvl.1 (SL 1°): you can infest and reanimate corpses that died within 1 Round/SL, at the cost of 1 Light Damage at a random Location each 24 hours. Should you relinquish control over the body, it returns dead. You can use the infested corpse even if it lost its Head Location. The corpse is clearly recognised as such.
Lvl.2 (SL 3°): you can infest and reanimate corpses that died within 10 minutes/SL, at the cost of 1 Light Damage at a random Location each 24 hours. Should you relinquish control over the body, it returns dead. You can use the infested corpse even if it lost its Head Location. The corpse is recognised as such on a successful DL 3d6 Perception check.
Lvl.3 (SL 6°): you can infest and reanimate corpses that died within 1 hour/SL, at the cost of 1 Light Damage at a random Location each 48 hours. Should you relinquish control over the body, it returns dead. You can use the infested corpse even if it lost its Head Location. The corpse is recognised as such on a successful DL 3d6 Perception check.
Lvl.4 (SL 9°): you can infest and reanimate corpses that died within 10 hours/SL, at the cost of 1 Light Damage at a random Location each 48 hours. Should you relinquish control over the body, it returns dead. You can use the infested corpse even if it lost its Head Location. The corpse is recognised as such on a successful DL 4d6 Perception check.
Lvl.5 (SL 12°): you can infest and reanimate corpses that died within 1 day/SL, at the cost of 1 Light Damage at a random Location each week. Should you relinquish control over the body, it returns dead. You can use the infested corpse even if it lost its Head Location. The corpse is recognised as such on a successful DL 5d6 Perception check.
Lvl.6 (SL 15°): you can infest and reanimate corpses that died within 1 month +1 week per spent IS and reanimate them, at the cost of suffering 1 Light Damage to a random location every month. Should you relinquish control over the body, it returns dead. You can use the infested corpse even if it lost its Head Location. The corpse is recognised as such on a successful DL 6d6 Perception check.

Painless

We can shut your pain receptors down, so that your biological limits do not slow us down.

Lvl.1 (SL 1°): you can ignore the negative effects of 1 Condition chosen among Tired/Stressed/Weakened/Pain, although you suffer 1 Light Damage to the target Location (or chosen at random, if the source of the effect does not target specific Locations) for every 1d6 Rounds spent doing so.
Lvl.2 (SL 3°): you can ignore the negative effects of 1 Condition chosen among Tired/Stressed/Weakened/Pain, although you suffer 1 Light Damage to the target Location (or chosen at random, if the source of the effect does not target specific Locations) for every 1d6 minutes spent doing so.
Lvl.3 (SL 6°): you can ignore the negative effects of 2 Conditions chosen among Tired/Stressed/Weakened/Pain, although you suffer 1 Light Damage to the target Location (or chosen at random, if the source of the effect does not target specific Locations) for every 1d6 minutes spent doing so.
Lvl.4 (SL 9°): you can ignore the negative effects of 2 Conditions chosen among Tired/Stressed/Weakened/Pain, although you suffer 1 Light Damage to the target Location (or chosen at random, if the source of the effect does not target specific Locations) for every 1d6 hours spent doing so.
Lvl.5 (SL 12°): you can ignore the negative effects of 3 Conditions chosen among Tired/Stressed/Weakened/Pain, although you suffer 1 Light Damage to the target Location (or chosen at random, if the source of the effect does not target specific Locations) for every 1d6 hours spent doing so.
Lvl.6 (SL 15°): you can ignore the negative effects of the Tired/Stressed/Weakened/Pain Conditions, although you suffer 1 Light Damage to the target Location (or chosen at random, if the source of the effect does not target specific Locations) for every 2d6 hours spent doing so.

POLYINFECTION

Our strain manifests consciousness over multiple hosts, mimicking our own optimized form.

Lvl.1 (SL 1°): this Trait allows you to control multiple bodies at the same time. When you infest a body which is not your first one, follow the usual procedure, but split the Characteristic points evenly between the hosts (minding minimum and maximum values). The Viral Charge score is reduced by 1 and the incubation time doubles per host body after the first. Should one of the controlled bodies die, all others lose 1 SP of your choice and +1 Stressed. All the bodies are controlled by the same player and share their Character's consciousness, although each has their own scores and do not share senses.

Lvl.2 (SL 3°): this Trait allows you to control multiple bodies at the same time. When you infest a body which is not your first one, follow the usual procedure, but split the Characteristic points between the hosts as you please (minding respecting minimum and maximum values). The Viral Charge score is reduced by 1 and the incubation time doubles per host body after the first. Should one of the controlled bodies die, all others lose 1 SP of your choice and +1 Stressed. All the bodies are controlled by the same player and share their Character's consciousness, although each one has its own scores and do not share senses.

Lvl.3 (SL: 6°): this Trait allows you to control multiple bodies at the same time. When you infest a body which is not your first one, follow the usual procedure, but split the Characteristic points between the hosts as you please (minding respecting minimum and maximum values). Then, increase one Characteristic of your choice of each body by 1. The Viral Charge score is reduced by 1 per host body after the first. Should one of the controlled bodies die, all others suffer +1 Stressed. All the bodies are controlled by the same player and share their Character's consciousness, although each one has its own scores and do not share senses.

Lvl.4 (SL 9°): this Trait allows you to control multiple bodies at the same time. When you infest a body which is not your first one, follow the usual procedure, but split the Characteristic points between the hosts as you please (minding respecting minimum and maximum values). Then, increase one Characteristic of your choice of each body by 1. The Viral Charge score is reduced by 1 per host body after the first. Should one of the controlled bodies die, all others suffer +1 Stressed. All the bodies are controlled by the same player and share their Character's consciousness, although each one has its own scores and do not share senses, but by spending 1IS they can sense what another does for up to 1 minute, during which the latter body's senses are inactive.

Lvl.5 (SL 12°): this Trait allows you to control multiple bodies at the same time. When you infest a body which is not your first one, follow the usual procedure, but the amount Characteristic points to split between the hosts (minding respecting minimum and maximum values) is equal to yours. The Viral Charge score is reduced by 1 per host body after the first. Should one of the controlled bodies die, all others suffer +1 Stressed. All the bodies are controlled by the same player and share their Character's consciousness, although each one has its own scores and do not share senses, but by spending 1IS they can sense what another does for up to 1 minute, during which the latter body can still use their own senses.

Lvl.6 (SL 15°): this Trait allows you to control multiple bodies at the same time. When you infest a body which is not your first one, follow the usual procedure, but the amount Characteristic points to split between the hosts (minding respecting minimum and maximum values) is equal to yours or the host's. All the bodies are controlled by the same player and share their Character's consciousness and their own senses, although each has their own scores.

RAPID INCUBATION

We reach the central nervous system of our prey, one generation faster than the one before.

Lvl.1 (SL 1°): incubation time is reduced to 1d6 hours. You learn the host's Characteristic or System scores when half of that time has passed and regardless of whether the infestation is successful or not.

Lvl.2 (SL 3°): incubation time is reduced to 1d6 hours. You learn the host's Characteristic or System scores of the host when half of that time has passed and regardless of whether the infestation is successful or not. If the infestation fails, you can try again after 2d6 hours.

Lvl.3 (SL 6°): incubation time is reduced to 1d6x10 minutes. You learn the host's Characteristic and System scores when half of that time has passed and regardless of whether the infestation is successful or not. If the infestation fails, you can try again after 1d6 hours.

Lvl.4 (SL 9°): incubation time is reduced to 1d6x10 minutes. You learn the host's Characteristic and System scores when 1/3 of that time has passed and regardless of whether the infestation is successful or not. If the infestation fails, you can try again after 1d6 hours.

Lvl.5 (SL 12°): incubation time is reduced to 1d6 minutes. You learn the host's Characteristic and System scores when 1/3 of that time has passed and regardless of whether the infesta-

tion is successful or not. If the infestation fails, you can try again after 1d6x10 minutes.
Lvl.6 (SL 15°): incubation is immediate. You learn the host's Characteristic and System scores after 1 Round regardless of whether the infestation is successful or not.If the infestation fails, you can try again at any time within 24 hours.

*Remote Infestation

Exhalation is as efficient a migration method, invisible and safe, as any other. Do not underestimate it.

Lvl.1 (SL 1°): by spending 1 minute you can attempt to infest any target you can see within 1m/SL.
Lvl.2 (SL 3°): as a full Round Action you can attempt to infest any target you can see within 1m/SL.
Lvl.3 (SL 6°): as a full Round Action you can attempt to infest any target within 2m/SL, even if you do not see them. If there is more than one target within range you target one at random.
Lvl.4 (SL 9°): as an Action you can attempt to infest any target within 2m/SL, even if you do not see them. If there is more than one target within range you target one at random.
Lvl.5 (SL 12°): as an Action you can attempt to infest any target within 4m/SL, even if you do not see them. If there is more than one target within range you target one at random.
Lvl.6 (SL 15°): as an Action you can attempt to infest any target within 50m +10m per spent IS, even if you do not see them.
SPECIAL: this Trait is blocked by hard cover that does not present ways for particles to flow through and only affects breathing targets with exposed airways.

Secondary Mind

Not all choose to shut their host's mind down. Some prefer to live alongside it and let it emerge next to their own.

Lvl.1 (SL 1°): once per day, you can gain 1 Free Action of your choice for a Round as well as +1 Mental Disorders.
Lvl.2 (SL 3°): once per day, you can gain 1 Free Action of your choice for a Round or +1d6 to on Skill the host body used to have for 1minute/SL, as well as +1 Mental Disorders.
Lvl.3 (SL 6°): 2 times per day, you can gain 1 Free Action of your choice for a Round or +1d6 to on Skill the host body used to have for 1minute/SL, as well as +1 Mental Disorders.
Lvl.4 (SL 9°): 2 times per day, you can gain 2 Free Actions of your choice for a Round or +1d6 to two Skills the host body used to have for 1minute/SL, as well as +1 Mental Disorders.
Lvl.5 (SL 12°): 3 times per day, you can gain 2 Free Actions of your choice for a Round or +1d6 to two Skills the host body used to have for 1hour/SL, as well as +1 Mental Disorders.
Lvl.6 (SL 15°): 5 times per day, you can gain 3 Free Actions of your choice for a Round or +1d6 to three Skills the host body used to have for 15 hours +1 per NS spent, as well as +1 Mental Disorders.

*Sense the Living

We sense the bacteria inside other bodies, even over great distances and with no need for the complex sensory organs your primitive bodies rely on.

Liv .1 (SL 1°): focusing over 1 minute and by spending 1NS you sense the presence of living beings within 3m/SL, though not through solid objects. You do not learn the position or specific numbers of the living beings tou sense.
Lvl.2 (SL 3°): as an Action in a Round in which you have not moved and by spending 1NS you sense the presence of living beings within 5m/SL, though not through solid objects. You do not learn the specific position of the living beings tou sense.
Lvl.3 (SL 6°): as an Action and by spending 1NS you sense the presence of living beings within 10m/SL, though not through solid objects. You do learn the specific position, number and Danger score of the living beings you sense.
Lvl.4 (SL 9°): as an Action and by spending 1NS you sense the presence of living beings within 20m/SL, though not through solid objects. You do learn the specific position, number and Danger value of the living beings you sense.
Lvl.5 (SL 12°): as an Action or a Reaction and by spending 1NS you sense the presence of living beings within 50m/SL through solid objects too. You do learn the specific position, number, whether or not they are afflicted by Diseases and Danger value of the living beings you sense.
Lvl.6 (SL 15°): as an Action or a Reaction and by spending 1NS you sense the presence of living beings within 1km +1km per spent NS through solid objects too. You learn their specific position, exact number, their Danger score, whether or not they are afflicted by Diseases, their Characteristics and SP.
SPECIAL: If you possess the Exotic Virus Trait you can sense plant based life forms and artificial intelligences. If you possess the Necroinfestation Trait you can sense the corpses of the creature types you can infest.

*Triggered Evolution

We can trigger the full development of dormant genes in our host, to allow them to fulfill their genetic potential.

Lvl.1 (SL 3°): by focusing for 1 minute and by spending 10IS you develop a Genetic Trait from the Species your host belongs to for 1minute/IS. You can only have one active Trait developed this way at the same time. If they require a Level, apply your SL.
Lvl.2 (SL 3°): by focusing for 1 minute and by spending 8IS you develop a Genetic Trait from the Species your host belongs to for 5minutes/IS. You can only have one active Trait developed this way at the same time. If they require a Level, apply your SL.
Lvl.3 (SL 6°): by focusing for 1 minute and by spending 8IS you develop a Genetic Trait from the Species your host belongs to for 5minutes/IS. You can have two active Traits developed this way at the same time. If they require a Level, apply your SL.
Lvl.4 (SL 9°): by focusing for a full Round and by spending 6IS you develop a Genetic Trait from the Species your host belongs to for 10minutes/IS. You can have two active Traits developed this way at the same time. If they require a Level, apply your SL.
Lvl.5 (SL 12°): by focusing for a full Round and by spending 6IS you develop a Genetic Trait from the Species your host belongs to for 10minutes/IS. You can have three active Traits developed this way at the same time. If they require a Level, apply your SL.
Lvl.6 (SL 15°): as an Action or as a Reaction and by spending 2IS you develop a Genetic Trait from the Species your host belongs to for 4 hours +2hours per spent IS. You can have any number of active Traits developed this way at the same time. If they require a Level, apply your SL.
***SPECIAL:** this Trait only works on hosts belonging to a Species on the list at the beginning of this Chapter.

Viral Might

Our infection grows stronger and we are rapid and ruthless in replacing and taking over the nervous cells of our hosts.

Lvl.1 (SL 1°): the contact time needed to infest a target becomes 1 minute and you gain a +1 Viral Charge bonus.
Lvl.2 (SL 3°): the contact time needed to infest a target becomes 1 minute and you gain a +1 Viral Charge bonus. When you touch an item for more than an hour, you can infect creatures who touch it, as if they had been in contact with you, for 1 hour/SL or until washed.
Lvl.3 (SL 6°): the contact time needed to infest a target becomes 1 Round and you gain a +2 Viral Charge bonus. When you touch an item for more than an hour, you can infect creatures who touch it, as if they had been in contact with you, for 1 hour/SL or until washed.
Lvl.4 (SL 9°): the contact time needed to infest a target becomes 1 Round and you gain a +2 Viral Charge bonus. When you touch an item for more than a minute, you can infect creatures who touch it, as if they had been in contact with you, for 2 hour/SL or until disinfected.
Lvl.5 (SL 12°): you infest immediately on contact and gain a +3 Viral Charge bonus. When you touch an item for more than a minute, you can infect creatures who touch it, as if they had been in contact with you, for 2 hour/SL or until disinfected.
Lvl.6 (SL 15°): you infest immediately on contact and gain a +4 Viral Charge bonus. When you touch an item, you can infect creatures who touch it, as if they had been in contact with you,r until disinfected

Virion

What you call time matters little to us, who can live in the recesses of your organism and remain dormant for long before taking over again.

Lvl.1 (SL 1°): your incubation time triples; once per month you can relinquish control of your host for 3 hours/SL. During this time, you are unconsicous.
Lvl.2 (SL 3°): your incubation time triples; 2 times per month you can relinquish control of your host for 3 hours/SL. During this time, you are aware of your host's health only.
Lvl.3 (SL 6°): your incubation time doubles; 2 times per month you can relinquish control of your host for 5 hours/SL. During this time, you are aware of your host's health only and can take over again before the effect's end by having your host undergo incubation again.
Lvl.4 (SL 9°): your incubation time doubles; 3 times per month you can relinquish control of your host for 5 hours/SL. During this time, you are aware of your host's health, have access to one of their senses and can take over again before the effect's end by having your host undergo incubation again.
Lvl.5 (SL 12°): 3 times per month you can relinquish control of your host for 10 hours/SL. During this time, you are aware of your host's health, have access to their senses and can take over again before the effect's end by having your host undergo incubation again.
Lvl.6 (SL 15°): at any moment you can relinquish control of your host indefinitely. During this time, you are aware of your host's health, have access to their senses and can take over again anytime before the effect's end.

shrubs

2.3.5 Shrubs

"TO LIVE AND TO PROSPER ARE THE ONLY IMPERATIVES. WE ARE MILLIONS AND YOU ARE BUT OUR VESSELS."

DECLARATION OF KAKODCHNYS THE SHRIVELLER, NECROCORDICEPS PARASITE WHO INFESTED MORE THAN A HUNDRED BODIES

Mercy for our unblooming Brethren!

Life is pleasure, I tell you, and spreading our stories is as important as it is spreading our seeds. Love! Love earth and sunlight; love your silent kin and the ancient secrets they hold and love the living who make our world unique!

The world, Materia, is ours! Our Branches reach far and wide, above and below its surface. They lived for long eons and will never die as long as we will ensure their survival.
The rest of the living, insects, reptiles and mammals, know our strength and fear our wrath, but those who respect Saplings and Ancients are welcomed companions on any adventure or journey.

Go, then, and explore the world, dear Brethren! Let your limbs dry in the sun until they bloom again and may your seeds grow in every soil!

Beware those who trust their stories to carvings and symbols, for they offend the universal Law of the Living. Beware ruthless fungi and impious bark parasites, and, finally, may your roots always set in Mother Materia and feed their due in any season!

Let us Bloom!

Creation

-***Characteristics:*** 38 (Body: MAX 20 MIN 7, Reflexes: MAX 12 MIN 2, Mind: MAX 14 MIN 2)
-***Traits:*** 1 Genetic Trait
-***Equipment:*** 0
-***Morphology:*** Head (DL14), Torso (DL9), Legs x2 (DL11), Arms x2 (DL 11)
-***Speed:*** 6m/Round (5Km/h)
-***Height:*** 2 to 3m
-***Weight:*** 80 Kg to 150 Kg
-***Dietary Requirements:*** you need to absorb 1 Portion of nourishment from the ground and to be exposed to sunlight for at least 1 hour +1/5EF every day, not necessarily all at once.
-***Natural Weapons:*** Fists 2/7/14
-***Special:***

- ***Plant Life Form:*** to heal the Damage you suffer you use the Herbalism Skill in place of Medicine. In addition, your bark grants you Res: +3 to all Locations, but is not applied against fire.
- ***Rooting:*** using 1 Action, you root in the ground if its Res is lower than yours. Over the course of 1 hour you consume 1 Portion of nourishment from the soil within 1 kilometer.
  No other Shrub can feed in the same space for some time, unless they cause irreparable damage to the local vegetation - something that Shrubs generally consider a crime.
  While rooted, you cannot move but can perform any other activity. Whoever tries to shove or move you must pass a contested Body check.

Physiology

We are tall plants, gifted with a mighty trunk and four limbs to move on and interact with our surroundings. We are armored in thick bark and blessed with a beautiful bud on the top of our heads that blooms into a flower of extraordinary hues.
We sense the world around us through cells in our petals and our life is long and with many blooms to adapt to any surroundings much like our non sentient kind.
We do not know, nor we understand, sexual differences because all Shrubs are gifted with both traits that many animals call "male" and "female".

Dietary Requirements

We hardly understand species who hunt for food. Mother Materia provides us with everything we need through her rich, black soil, while the Great Destroyer, high in the heavens, gives us energy and light to move and prosper. Though many call it a tyrant capable of wiping life off the face of our beloved Mother, it is a loving father to us, without whom we would slowly wither.
Why, then, would we wish to kill or harm other living beings? All we need is here, around us, we only need to stop for a while and be one with our Mother and her fruits.

Ecology

Shrubs are born from the soil of Materia, our communal Mother, and spread their seeds on her surface to reproduce. She welcomes them with benevolence and nurtures them until one of them gives life to one of us.
We are born like our plant brethren, strongly anchored to the earth that birthed us, and then - branch after twig - grow and learn how to move until we are similar to the animal creatures that tread on our Mother's soil.

Psychology

Other Sentients hardly ever understand us.
Their words are heavily filled with meaning and have multiple interpretations we struggle to understand. Often, these creatures spend their time needlessly hunting or killing each other for reasons that we cannot get.

Why bother with that when everything around us is so wonderful and perfect?

What an animal may call dangerous, it can be comedic or pleasant to us or completely twisted: if a mammal is emboldened by fire during a cold night, we, instead, are terrified of it.
Other Sentients often say our intellect is limited, maybe because we have no interest in nor do we understand the purpose of crafting or clothing, or because our role in the complex game of deception with which they poison their lives is marginal.
The wise Shrubs, however, know that many of them call inferior what is simply different.
We can appreciate a work of art as much as they do, a valley gleaming in the full might of the Great Destroyer or the splendor of a new life taking its first steps among the others.
It can happen, however, that after spending time with other Sentients, some of us develop or imitate behavioral patterns that mirror the animal ones and the wisest herbalists and Ancients even claim that in the past we started moving like them and developed a nervous core imitating the ancient human race one.

COMMON SHRUB NAMES:

Acer, Opalus, Lunghirami, Laurus, Andromeda, Salix, Oxytropis, Heliochtricon, Chaerophyllum, Dafne, Narcissus, Sylvania, Longleaf, Centaurea, Nymphea, Elatine, Silena, Tulpa, Voynich, Roboar, Punica, Taxsus, Semprevirens, Negundo, Biloba, Achillea.

ADVICE

Shrubs are one of the hardest Species to play in **XENOSCAPE**, because it requires a player to see the world through the eyes of what is probably the furthest creature from us mammals; a plant. First of all, Shrubs think in radically different paradigms, starting from their very basic instincts.
The fundamental "fight, freeze or flight" paradigm makes no sense for them, who are used to reacting to danger by becoming stronger and standing their place. Shrubs are plant-based sentient life forms that somehow developed pseudo-organs that imitate the functions of an animal species, mixing the mannerisms and mentality typical of a plant with human psychological traits.

Shrubs communicate easily, but their language is beyond the perception or understanding of any other Sentient, although their body language betrays intent and feelings.
A Shrub expresses complex thoughts using the vibrant hues of their blooming bud, the snap of a branch, flowers closing as they recoil in fear or leaves falling in sadness and mourning. Have fun developing your own personal language for your Shrub.

As they evolve, immagine how their communication changes, even between different plant types, such as cacti, evergreens or fruit trees.

Since they spend the first part of their existence planted in the ground, the moment they achieve mobility they are taken by restless curiosity, exploring and experiencing with enthusiasm (some would even call it insanity) every aspect of the world around them. Shrubs try to learn as much as possible during their travels.
Even if they do not always agree with the reasons pushing other Sentients to action, they often follow them because they represent the fastest and safest way to explore Materia. Their unique characteristics, reduced needs, calm nature and innate silence make Shrubs highly sought after traveling companions, even if at times their insatiable curiosity has meant more trouble than benefit for many adventuring groups. They also tend to be quite interested in their companions' private and personal life, although a Shrub's utter obliviousness to the subtleties and allusions of verbal language means they have a hard time understanding the idea of privacy.

Like almost every other plant on Materia, Shrubs show traits from both sexes and it is unlikely for them to identify as a one-way gender individual.

They even find hard to tell the sexual differences of those around them, a distinction they grant almost exclusively to Mother Materia and Father Destroyer. As a consequence, most Shrubs systematically and absent mindedly mix other creatures genres unless they personally study them, much like we recognise a dioecious plant sex after specific studies only.

In an attempt to translate the way in which they refer to themselves when talking to one another, they apparently randomly alternate the feminine and masculine genders. The only exceptions are the paternal role of the Destroyer and maternal one of Materia: not even the most Ancient among them can explain why.
Shrubs could invest their time and effort into understanding the sexual identity of their interlocutor, and are often sincerely interested in doing so, but they are unable to understand it only rarely.
They are still extremely curious about this significant difference they sense with other Sentients.

Playing a Shrub means stepping into a completely different world from that of any other Species. Your Character walks on the edge between two natures and never takes for granted many of the things a living creature usually does or thinks.

You will have to find a way to communicate with your adventuring companions - and learn as much as possible from them - and weave it into your personal language for the other players to discover and have fun with you with comedic misunderstanding!

Genetic Traits

The following is the list of Genetic Traits available for Shrubs. Each Trait has a Level that increases every 3 SL of the Character. These Traits can be selected during Character creation or obtained in game as the Character's SL increases.

Traits marked with an asterisk are subject to special rules explained in their detailed description.

TRAITS	EFFECTS
*Aquatic	You resist longer underwater and need less sunlight to survive.
Burrow	You can burrow underground, from which you can still sense what happens above ground and in which you can move by digging.
Canopy	You develop a thick canopy of leaves, granting you a natural camouflage in vegetation.
*Carnivorous	You can feed on meat too, and your bud grows teeth.
Climber	You can easily climb any surface and your grip grows stronger.
Deep Roots	You absorb nutrients from the ground more rapidly and can entangle enemies in your roots.
*Evergreen	You need to feed less often and are more resistant to low temperatures.
*Expel Seeds	You can use your seeds as projectiles.
Growth	Your size increases and so does your resistance to Damage.
Improved Photosynthesis	When spending time exposed to sunlight, you recover SP faster.
*Infesting	You can implant your seeds in the body of animals, where they grow until they kill their host.
Painless Bark	You develop a higher resistance to negative conditions such as Pain, Fatigued, Stressed, Weakened.
Plant Speech	You can speak with non sentient plants.
*Poisonous	Your fibers are infused with a poison with deadly or psychoactive properties.
Reaching Branches	You can extend and retract your limbs.
*Regrowth	Your branches slowly grow back and your healing factor improves in the presence of magnetic fields and radiation.
Special Fragrance	You can emit a nauseating or enticing fragrance.
*Special Fruits	You produce fast growing and nutrient fruits.
*Special Lymph	The lymph from your wounds gains unique medicinal properties.
Special Resin	The resin from your wounds can be used to staunch blood flow or as adhesive.
*Spores	You can emit spores to cause lung infections in animals.
Strong Bark	You receive a Res bonus and can avoid Damage.
*Succulent	You can store much more water and are better suited for hotter climates.
Thorns	Your body grows thorns that you can pull out and use as weapons.
Vibrant Blooming	You can cause your bud to bloom. Its hue can attract or scare animals away.

*Aquatic

Some of us prefer to root in water, far from the yoke of hard soil, and survive in the depths, far from light and in absolute peace.

Lvl.1 (SL 1°): you can stay underwater twice longer before beginning to suffocate and need to spend half of the required time in sunlight. You can root and feed underwater, draining the soil of nutrients within a 2Km radius.
Lvl.2 (SL3°): you can stay underwater four times longer before beginning to suffocate and need to spend one quarter of the required time in sunlight. You can root and feed underwater, draining the soil of nutrients within a 2Km radius.
Lvl.3 (SL 6°): you can stay underwater four times longer before beginning to suffocate and need to spend one quarter of the required time in sunlight. You can root and feed underwater, draining the soil of nutrients within a 1Km radius and obtain a +2 bonus, instead of +1, for every SP spent when enhancing your Movement: Swimming checks.
Lvl.4 (SL 9°): you can stay underwater six times longer before beginning to suffocate and need to spend one sixth of the required time in sunlight. You can root and feed underwater, draining the soil of nutrients within a 1Km radius and obtain a +2 bonus, instead of +1, for every SP spent when enhancing your Movement: Swimming checks.
Lvl.5 (SL 12°): you can stay underwater ten times longer before beginning to suffocate and need to spend one tenth of the required time in sunlight. You can root and feed underwater, draining the soil of nutrients within a 1Km radius and obtain a +2 bonus, instead of +1, for every SP spent when enhancing your Movement: Swimming checks.
Lvl.6 (SL 15°): you can breathe underwater and do not need to spend time in sunlight to survive. You can root and feed underwater, too, draining the soil of nutrients within 500m and obtain a +4 bonus, instead of +1, for every SP spent when enhancing your Movement: Swimming checks and you always float.
SPECIAL: you cannot develop both this Trait and the **Evergreen** or **Succulent** Traits.

Burrow

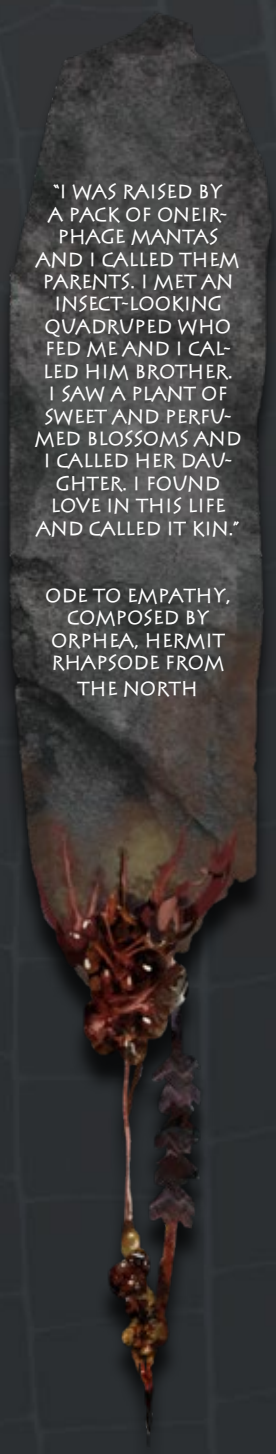
Some among us prefer to return to their primordial origins and learn to take shelter in the depths of the earth.

Lvl.1 (SL 1°): by digging for 10 minutes you can hollow out an underground shelter. It is closed to the outside, you can still sense within 3m/SL and are considered Distracted on Perception checks. You need 1 minute to leave your burrow.
Lvl.2 (SL 3°): by digging for 1 minute you can hollow out an underground shelter. It is closed to the outside, you can still sense within 3m/SL and are considered Distracted on Perception checks. You need 1 minute to leave your burrow. While underground, you can dig and move at a rate equal to half your Speed.
Lvl.3 (SL 6°): by digging for 1 minute you can hollow out an underground shelter. It is closed to the outside, you can still sense within 6m/SL. You need 1 Action to leave your burrow. While underground, you can dig and move at a rate equal to half your Speed.
Lvl.4 (SL 9°): as an Action you can dig an underground shelter. It is closed to the outside, you can still sense within 6m/SL. You need 1 Action to leave your burrow. While underground, you can dig and move at a rate equal to your Speed.
Lvl.5 (12°):as an Action you can dig an underground shelter. It is closed to the outside, you can still sense within 10m/SL. You need 1 Action or 1 Reaction to leave your burrow. While underground, you can dig and move at a rate equal to twice your Speed.
Lvl.6 (SL 15°): as an Action or as a Reaction you can dig an underground shelter. It is closed to the outside, you can still sense within 150m + 50m per spent IS, you can leave it by taking 1 Action or 1 Reaction and while burrowed you can dig and move at a rate equal to twice your Speed and you recover SP at twice the normal rate.

Canopy

These are leaves, useful and charming decorations for me to become one with vegetation.

Lvl.1 (SL 1°): when standing still in vegetation, the DL to hit you increases by 1; you also gain a +1 bonus when enhancing Stealth checks.
Lvl.2 (SL 3°): when standing in vegetation the DL to hit you increases by 1; you also gain a +2 bonus, instead of +1, when enhancing Stealth checks.
Lvl.3 (SL 6°): when standing in vegetation the DL to hit you increases by 2; you also gain a +2 bonus, instead of +1, when enhancing Stealth checks and in Interaction checks with other plants.
Lvl.4 (SL 9°): when standing in vegetation the DL to hit you increases by 2; you also gain a +3 bo-



"I WAS RAISED BY A PACK OF ONEIRPHAGE MANTAS AND I CALLED THEM PARENTS. I MET AN INSECT-LOOKING QUADRUPED WHO FED ME AND I CALLED HIM BROTHER. I SAW A PLANT OF SWEET AND PERFUMED BLOSSOMS AND I CALLED HER DAUGHTER. I FOUND LOVE IN THIS LIFE AND CALLED IT KIN."

ODE TO EMPATHY, COMPOSED BY ORPHEA, HERMIT RHAPSODE FROM THE NORTH

nus, instead of +1, when enhancing Stealth checks and in Interaction checks with other plants.
Lvl.5 (SL 12°): the DL to hit you increases by 3 (or 5 if you are standing in other vegetation); you also gain a +3 bonus when enhancing Stealth checks while standing in vegetation. The same bonus is applied to Interaction checks with other plants.
Lvl.6 (SL 15°): the DL to hit you increases by 4 (or 8 if you are standing in other vegetation); you also gain a +4 bonus when enhancing Stealth checks while standing in vegetation. The same bonus is applied to Interaction checks with other plants.

*Carnivorous

Some of us feed not just off of the soil, but also of other creatures, eating them with toothed buds and a digestive system.

Lvl.1 (SL 1°): you can now bite for (2/6/14) and can feed on meat.
Lvl.2 (SL 3°): you can now bite for (2/6/12), can feed on meat and can swallow creatures up to 1/3 your height. They are considered Grappled and to break free they must pass a Brawling check or inflict you at least a Medium Damage on a successful DL 3d6 Attack. For each round they spend swallowed, your prey suffers 1 Light Damage to every Location.
Lvl.3 (SL 6°): you can now bite for (1/6/12), can feed on meat and can swallow creatures up to 1/3 your height. They are considered Grappled and to break free they must pass a Brawling check or inflict you at least a Medium Damage on a successful DL 4d6 Attack. For each round they spend swallowed, your prey suffers 1 Light Damage to every Location.
Lvl.4 (SL 9°): you can now bite for (1/5/10), can feed on meat and can swallow creatures up to 1/2 your height. They are considered Grappled and to break free they must pass a Brawling check or inflict you at least a Severe Damage on a successful DL 5d6 Attack. For each round they spend swallowed, your prey suffers 2 Light Damages to every Location.
Liv.5 (LS 12°): impiegando 1 Azione e spendendo 1SI puoi espellere 1 seme dal tuo corpo e sparlo contro un bersaglio singolo, oppure espellere più semi e colpire tutti i bersagli entro 12m (utilizzare le statistiche di una Balestra Pesante; è considerata Arma da Fuoco).
Lvl.6 (SL 15°): you can now bite for (1/4/9), can feed on meat and can swallow creatures up to 2/3 your height. They are considered Grappled and to break free they must pass a Brawling check or inflict you at least a Severe Damage on a successful DL 6d6 Attack. For each round they spend swallowed, your prey suffers 1 Medium Damage to every Location.
SPECIAL: Carnivorous and **Improved Photosynthesis** are mutually exclusive.

Climber

Branches to roots, my fibers allow me to climb any surface.

Lvl.1 (SL 1°): when you enhance Physical: Climbing checks, you gain a +1 bonus; as a Reaction, you cannot be disarmed in a Round spent Waiting.
Lvl.2 (SL 3°): when you enhance Physical: Climbing checks, you gain a +2 bonus per spent ES. As 1 Reaction you cannot be disarmed.
Lvl.3 (SL 6°): when you enhance Physical: Climbing and Attack: Brawling checks, you gain a +2 bonus per spent ES and cannot be disarmed.
Lvl.4 (SL 9°): when you enhance Physical: Climbing and Attack: Brawling checks, you gain a +3 bonus per spent ES and cannot be disarmed.
Lvl.5 (SL 12°): when you enhance Physical: Climbing and Attack: Brawling checks, you gain a +3 bonus per spent ES and cannot be disarmed; you can grab an item mid air as a Reaction even during a Round you did not spend Waiting.
Lvl.6 (SL 15°): when you enhance Physical: Climbing and Attack: Brawling checks, you gain a +4 bonus, instead of +1, per spent ES, can grab an item mid air as a Reaction even during a Round you did not spend Waiting and cannot be disarmed. You can wield anything with any limb.

Deep Roots

The older I grow, the more nourishment I can draw from the soil.

Lvl.1 (SL 1°): when you root down, you draw nourishment within 500m, require only 30 minutes to feed and gain a +1 bonus on contested checks to resist being moved.
Lvl.2 (SL 3°): when you root down, you draw nourishment within 500m, require only 30 minutes to feed and gain a +2 bonus on contested checks to resist being moved. When you check if you can root through the ground your Res is considered 1 higher. You can Grapple adjacent targets from underground with your roots.
Lvl.3 (SL 6°): when you root down, you draw nourishment within 100m, require only 30 minutes to feed and gain a +4 bonus on contested checks to resist being moved. When you check if you can root through the ground your Res is considered 2 higher. You can Grapple adjacent targets from underground with your roots.
Lvl.4 (SL 9°): when you root down, you draw nourishment within 100m, require only 10 minutes to feed and gain a +5 bonus on contested checks to resist being moved. When you check if you can root through the ground your Res is considered 3 higher. You can Grapple any target within 6m from underground with your roots.
Lvl.5 (SL 12°): when you root down, you draw nourishment within 100m, require only 10 minutes to feed and gain a +7 bonus on contested checks to resist being moved. When you check if you can root through the ground your Res is considered 4 higher. You can Grapple any target within 6m from underground with your roots.
Lvl.6 (SL 15°): when you root down, you draw nourishment within 50m, require only 1 minutes to feed and gain a +10 bonus on contested checks to resist being moved. When you check if you can root through the ground your Res is considered 10 higher. You can Grapple any target within 10m from underground with your roots and you can do it as a Reaction too.

*Evergreen

The cold Materian winter does not scare me. Glucose keeps me alive and my leaves strong.

Lvl.1 (SL 1°): you reduce low temperature negative effects by 1 for 4d6 hours after feeding and the time that you can spend without suffering from hunger doubles.
Lvl.2 (SL 3°): you reduce low temperature negative effects by 1 for 4d6 hours after feeding and the time that you can spend without suffering from hunger and thirst triples.
Lvl.3 (SL 6°): you reduce low temperature negative effects by 2 for 1d6 days after feeding and the time that you can spend without suffering from hunger and thirst triples.
Lvl.4 (SL 9°): you reduce low temperature negative effects by 2 for 1d6 days after feeding and the time that you can spend without suffering from hunger and thirst is multiplied by four.
Lvl.5 (SL 12°): you reduce low temperature negative effects by 3 for 4d6 days after feeding and the time that you can spend without suffering from hunger and thirst is multiplied by four.
Lvl.6 (SL 15°): you reduce low temperature negative effects by 5 and the time that you can spend without suffering from hunger and thirst is multiplied by ten.
SPECIAL: you cannot develop both this Trait and the **Succulent** or **Aquatic** Traits.

*Expel Seeds

Through chemistry, my seeds become deadly and unexpected projectiles.

Lvl.1 (SL 1°): as an Action, spending 1IS and forgoing movement, you expel 1 seed against a single target (use the **Short Bow** profile; it is considered a Firearm).
Lvl.2 (SL 3°): as an Action, spending 1IS and forgoing movement, you expel 1 seed against a single target (use the **LongBow** profile; it is considered a Firearm).
Lvl.3 (SL 6°): as an Action and spending 1IS, you expel 1 seed against a single target or more seeds against all targets within 3m (use the **Longbow** profile; it is considered a Firearm).
Lvl.4 (SL 9°): as an Action and spending 1IS, you expel 1 seed against a single target or more seeds against all targets within 6m (use the **Heavy Crossbow** profile; it is considered a Firearm).
Lvl.5 (SL 12°): as an Action and spending 1IS, you expel 1 seed against a single target or more seeds against all targets within 12m (use the **Heavy Crossbow** profile; it is considered a Firearm).
Lvl.6 (SL 15°): as an Action you expel 1 seed against a single target or more seeds against all targets within 20m (use the **Handgun** profile; it is considered a Firearm).
SPECIAL: if the Character has the **Infesting** or **Poisonous** Traits, they apply to the seeds.

Growth

Our bark covered bodies can reach dimensions beyond what you small mud crawlers can ever hope to attain.

Lvl.1 (SL 1°): you grow 1m in height, the DL to hit your Locations decreases by 1, your Natural Weapons receive -1 to their Damage scale and the amount of Light Damage required to turn Light Damage in Medium is increased by 1 for all your Locations.
Lvl.2 (SL 3°): you grow 2m in height, the DL to hit your Locations decreases by 2, your Natural Weapons receive -1 to their Damage scale and the amount of Light and Medium Damage required to turn Light into Medium Damage or Medium Damage into Severe Damage is increased by 1 for all your Locations.
Lvl.3 (SL 6°): you grow 3m in height, the DL to hit your Locations decreases by 3, your Natural Weapons receive -2 to their Damage scale and the amount of Light and Medium Damage required to turn Light into Medium Damage or Medium Damage into Severe Damage is increased by 1 for all your Locations.
Lvl.4 (SL 9°): you grow 4m in height, the DL to hit your Locations decreases by 4, your Natural Weapons receive -2 to their Damage scale and the amount of Light and Medium Damage required to turn Light Damage into Medium Damage or Medium Damage into Severe Damage is increased by 1 for all your Locations. Your Locations must suffer 1 additional Severe Damage before being Destroyed.
Lvl.5 (SL 12°): you grow 5m in height, the DL to hit your Locations decreases by 5, your Natural Weapons receive -3 to their Damage scale and the amount of Light and Medium Damage required to turn Light Damage into Medium Damage or Medium Damage into Severe Damage is increased by 1 for all your Locations. Your Locations must suffer 1 additional Severe Damage before being Destroyed.
Lvl.6 (SL 15°): you grow 8m in height, the DL to hit your Locations decreases by 6, your Natural Weapons receive -4 to their Damage scale and the amount of Light and Medium Damage required to turn Light Damage into Medium Damage or Medium Damage into Severe Damage is increased by 2 for all your Locations. Your Locations must suffer 1 additional Severe Damage before being Destroyed.

Improved Photosynthesis

Feeding off the energies of the Great Destroyer is key to our survival. Those who do not learn how to do it soon are doomed.

Lvl.1 (SL 1°): for every 3 hours you spend standing still under direct sunlight, you recover 1ES.
Lvl.2 (SL 3°): for every 2 hours you spend under direct sunlight, you recover 1ES.
Lvl.3 (SL 6°): for every hour you spend under direct sunlight, you recover 1ES.
Lvl.4 (SL 9°): for every 30 minutes you spend under direct sunlight, you recover 1ES.
Lvl.5 (SL 12°): for every 10 minutes you spend under direct sunlight, you recover 1ES.
Lvl.6 (SL 15°): for every minute you spend under direct sunlight, you recover 1ES.

*Infesting

Bodies are perfect hosts to carry our seeds and grow them.

Lvl.1 (SL 1°): once per day, when you attack a living being using your Natural Weapons, you can plant a seed inside the wound that inflicts -1IS every 24 hours and, if not removed with a successful Medicine DL 3d6 check, will slowly grow into a plant inside the host body until it dies.
Lvl.2 (SL 3°): twice per day, when you attack a living being using your Natural Weapons, you can plant a seed inside the wound that inflicts -1IS every 8 hours and, if not removed with a successful Medicine DL 4d6 check, will slowly grow into a plant inside the host body until it dies.
Lvl.3 (SL 6°): three times per day, when you attack a living being using your Natural Weapons, you can plant a seed inside the wound that inflicts -1IS every 4 hours and, if not removed with a successful Medicine DL 5d6 check, will slowly grow into a plant inside the host body until it dies.
Lvl.4 (SL 9°): four times per day, when you attack a living being using your Natural Weapons, you can plant a seed inside the wound that inflicts -1IS every hour and, if not removed with a successful Medicine DL 6d6 check, will slowly grow into a plant inside the host body until it dies.
Lvl.5 (SL 12°): five times per day, when you attack a living being using your Natural Weapons, you can plant a seed inside the wound that inflicts -1IS every minute and, if not removed with a successful Medicine DL 7d6 check, will slowly grow into a plant inside the host body until it dies.
Lvl.6 (SL 15°): whenever you attack a living being using your Natural Weapons, you can plant a seed inside the wound that inflicts -1IS every Round and, if not removed with a successful Medicine DL 8d6 check, will slowly grow into a plant inside the host body until it dies.
***SPECIAL**: if you have the **Expel Seeds** Trait, the seeds you shoot can be implanted into their targets.

Painless Bark

The fibers of my bark have barely any nerve endings, freeing me from animal-like distractions such as tactile sensations.

Lvl.1 (SL 1°): you consider the Pain, Fatigued, Weakened, Stressed conditions as if they were 1 point lower and lose 1 less SP when suffering Severe Damage.
Lvl.2 (SL 3°): you consider the Pain, Fatigued, Weakened, Stressed conditions as if they were 2 points lower and lose 1 less SP when suffering Severe and Medium Damage.
Lvl.3 (SL 6°): you consider the Pain, Fatigued, Weakened, Stressed conditions as if they were 3 points lower and lose 1 less SP when suffering Severe and Medium Damage. You are also immune to the secondary effects of Medium Damage.
Lvl.4 (SL 9°): you consider the Pain, Fatigued, Weakened, Stressed conditions as if they were 4 points lower and lose 1 less SP when suffering Severe, Medium and Light Damage. You are also immune to the secondary effects of Medium Damage.
Lvl.5 (SL 9°): you consider the Pain, Fatigued, Weakened, Stressed conditions as if they were 5 points lower and lose 2 less SP when suffering Severe, Medium and Light Damage. You are also immune to the secondary effects of Medium Damage.
Lvl.6 (SL 15°): you consider the Pain, Fatigued, Weakened, Stressed conditions as if they were 10 points lower and do not lose SP when suffering Light, Medium and Severe Damage. You are also immune to the secondary effects of Medium and Severe Damage.

Plant Speech

Only a fool thinks non sentient plants cannot communicate. I know all the secrets to talk to my silent cousins.

Lvl.1 (SL 1°): once per day, by spending 1IS you can ask 1 question to a non sentient plant and the Narrator can only answer with a "yes" or "no". You are Distracted in all Interaction checks towards that being.
Lvl.2 (SL 3°): once per day, by spending 1IS you can ask 1 question to a non sentient plant and the Narrator can only answer with a "yes" or "no".
Lvl.3 (SL 6°): twice per day, by spending 1IS you can ask 1 question to a non sentient plant and the Narrator can only answer with short and simple sentences.
Lvl.4 (SL 9°): four times per day, by spending 1IS you can ask 1 question to a non sentient plant and the Narrator can only answer with short and simple sentences.
Lvl.5 (SL 12°): four times per day, by spending 1IS you can ask 1 question to a non sentient plant and the Narrator can only answer with articulated sentences.
Lvl.6 (SL 15°): you can freely converse with all plant life forms.

*Poisonous

My nectar brings death to those who gather it, torment for the animals who dare approach, scourge of those who drink it.

Lvl.1 (SL 1°): whoever bites you or ingests parts of your body must resist IS 3 or be Distracted for 1 Round per point they failed the check.
Lvl.2 (SL 3°): whoever bites you or ingests parts of your body must resist IS 4 or be Distracted for 1 Round per point they failed the check. As an Action and by spending 1IS you exude a dose of poison that retains its potency for 1 hour.
Lvl.3 (SL 6°): whoever bites you or ingests parts of your body mustresist IS 5 or be Distracted for 1 Round per point they failed the check. As an Action and by spending 1IS you exude a dose of poison that retains its potency for 4 hours.
Lvl.4 (SL 9°): whoever bites you or ingests parts of your body must resist IS 6 or be Distracted for 1 minute per point they failed the check and suffers Bleeding 2 to the Torso. As an Action and by spending 1IS you exude a dose of poison that retains its potency for 4 hour.
Lvl.5 (SL 12°): whoever bites you or ingests parts of your body must resist IS 7 or be Distracted for 1 minute per point they failed the check and suffers Bleeding 2 to the Torso. As an Action and by spending 1IS you exude a dose of poison that retains its potency for 8 hour.
Lvl.6 (SL 15°): whoever bites you, touches you, is adjacent to you or ingests parts of your body must resist IS 10 or be Stunned for 1 Round and Distracted for 1 hour per point they failed the check and suffers Bleeding 3 to the Torso. As an Action and by spending 1IS, you can exude a dose of poison that retains its potency for 24 hours.
SPECIAL: you cannot develop both this Trait and the **Special Lymph** Trait. You can spread your poison with the Expel Seeds or Spores Traits.

Reaching Branches

Nothing is too far away for those who can reach into infinity.

Lvl.1 (SL 1°): if you forgo your movement, as an Action and by spending 1IS you can extend or retract one of your limbs by up to 3m. Retracting your limb does not cost IS.
Lvl.2 (SL 3°): as an Action and by spending 1IS you can extend or retract one of your limbs by up to 5m. Retracting your limb does not cost IS.
Lvl.3 (SL 6°): as part of another Action and by spending 1IS you can extend or retract one of your limbs up to 5m. Retracting your limb does not cost IS.
Lvl.4 (SL 9°): as part of another Action you can extend or retract any number of limbs up to 5m. You spend 1IS per extended limb. Retracting your limbs does not cost IS.
Lvl.5 (SL 12°): as part of another Action you can extend or retract any number of limbs up to 10m.
Lvl.6 (SL 15°): as part of another Action you can extend any number of limbs up to 20m and retract as part of the same Action.

*Regrowth

My branches grow back and the cells making my fibers heal extraordinarily quickly.

Lvl.1 (SL 1°): you heal 1 Light Damage every 24 hours, even if not previously Treated. The healing rate doubles if you are exposed to Extremely High intensity electromagnetic fields.
Lvl.2 (SL 3°): you heal 1 Light Damage every 12 hours without it requiring to be previously Treated. The healing rate doubles if you are exposed to Very or Extremely High intensity electromagnetic fields. If you spend 1IS, a Destroyed limb regrows completely within 1d6 days.
Lvl.3 (SL 6°): every 12 hours you turn 1 Medium Damage into 1 Light Damage or heal 1 Light Damage, even if not previously Treated. The healing rate doubles if you are exposed to High or Very High intensity electromagnetic fields. If you spend 1IS, a Destroyed limb regrows completely within 4d6 hours.
Lvl.4 (SL 9°): every 6 hours you turn 1 Medium Damage into 1 Light Damage or heal 1 Light Damage, even if not previously Treated. The healing rate triples if you are exposed to High, Very High or Extremely High intensity electromagnetic fields or radiation. If you spend 1IS, a Destroyed limb regrows completely within 3d6 hours.
Lvl.5 (SL 12°): every 3 hours you turn 1 Medium Damage into 1 Light Damage or heal 1 Light Damage, even if not previously Treated. The healing rate triples if you are exposed to High, Very High or Extremely High intensity electromagnetic fields or radiation. If you spend 1IS, a Destroyed limb regrows completely within 1d6 hours.
Lvl.6 (SL 15°): every hour you turn 1 Medium Damage into 1 Light Damage or 1 Severe Damage into 1 Medium Damage or recover 1 Light Damage, even if not previously Treated. The healing rate quadruples if you are exposed to Medium, High, Very High or Extremely High intensity electromagnetic fields or radiation. If you spend 1IS, a Destroyed limb regrows completely,

including your Head, within 1d6 minutes and you are not killed if it is Destroyed.
***SPECIAL**: for additional information on electromagnetic and radioactive sources, read **paragraph 4.4 Natural Hazards**.

Special Fragrance

The fragrance of my bud is too strong to ignore.

Lvl.1 (SL 1°): as an Action, by spending 1IS and forgoing your movement for the Round, you emit a particular smell affecting all targets within 1m/SL, who receive a -1 Reaction penalty or are Distracted on all Perception checks but those rolled in your regards. The fragrance persists for 1 Round/SL.
Lvl.2 (SL 3°): as an Action, by spending 1IS, you emit a particular smell affecting all targets within 1m/SL, who receive a -1 Reaction penalty or are Distracted on all Perception checks but those rolled in your regards. The fragrance persists for 1 Round/SL.
Lvl.3 (SL 6°): as an Action and by spending 1IS, you emit a particular smell affecting all targets within 1m/SL. All those affected by your fragrance suffer a -2 penalty to Reactions and Speed or are considered Distracted on all of Perception checks with the exception of those rolled in your regards. You are Focused on Interaction checks towards them. The fragrance persists for 1 minute/SL.
Lvl.4 (SL 9°): as an Action and by spending 1IS, you emit a particular smell affecting all targets within 2m/SL. All those affected by your fragrance suffer a -2 penalty to Reactions and Speed or are Distracted on all of Perception checks with the exception of those rolled in your regards. You are Focused on Interaction checks towards them. The fragrance persists for 10 minutes/SL or until you take an Action to stop emitting it.
Lvl.5 (SL 12°): as an Action or as a Reaction and by spending 1IS, you emit a particular smell affecting all targets within 2m/SL. They suffer a -3 Reactions and -4m Speed penalty or are Distracted on all Perception and Attack checks with the exception of those rolled in your regards; you are Focused for Interaction checks towards them. The fragrance persists for 30 minutes/SL or until you choose to stop emitting it with an Action.
Lvl.6 (SL 15°): as an Action or as a Reaction and by spending 1IS, you emit a particular smell affecting all targets within 30m, + 5m per IS you have spent. All those affected by your fragrance suffer a -4 Reactions and -6m Speed penalty or are Distracted on all Perception and Attack checks; you are Focused on Interaction checks towards them. The fragrance persists for 1 hour/SL or until you choose to stop emitting it with an Action.

*Special Fruits

The safest way to spread our seeds and with them our influence is animals and their love for our fruits.

Lvl.1 (SL 1°): once per month, after feeding, you can grow a fruit that matures within 3d6 days and restores 2SP when eaten.
Lvl.2 (SL 3°): once per month, after feeding, you can grow 1d6 fruits that mature within 3d6 days and restore 2SP each when eaten.
Lvl.3 (SL 6°): once per month, after feeding, you can grow 1d6 fruits that mature within 2d6 days and restore 2SP and grant a +1 Morale bonus for 1d6 hours each when eaten.
Lvl.4 (SL 9°): once per month, after feeding, you can grow 2d6 fruits that mature within 2d6 days and restore 2SP and grant a +1 Morale bonus for 2d6 hours each when eaten.
Lvl.5 (SL 12°): once per month, after feeding, you can grow 2d6 fruits that mature within 1d6 days and restore 3SP and grant a +2 Morale bonus for 2d6 hours each when eaten.
Lvl.6 (SL 15°): once per month, after feeding, you can grow 3d6 fruits that mature within 1 day and restore 4SP and grant a +2 Morale bonus for 24 hours each when eaten.
***SPECIAL**: if you have the **Poisonous** and/or **Infesting** Traits, their effects will affect to those who eat your fruits

*Special Lymph

Our sap brings life; blessed be those who drink from our bleeding branches.

Lvl.1 (SL 1°): once per day, when you suffer a Medium or Severe Damage, you can spend 1IS to bleed a Portion of Lymph that Treats a Light Damage or an Infection. The lymph expires within 1 hour.
Lvl.2 (SL 3°): twice per day, when you suffer a Medium or Severe Damage, you can spend 1IS to bleed a Portion of Lymph that grants a +2 bonus against Diseases if ingested or Treats a Light Damage or Infection if applied. The lymph expires after 4 hours.

Lvl.3 (SL 6°): twice per day, when you suffer a Medium or Severe Damage, you can spend 1IS to bleed a Portion of Lymph that grants a +2 bonus against Diseases if ingested or Treats a Light or Medium Damage or Infection if applied. The lymph expires after 8 hours.
Lvl.4 (SL 9°): three times per day, when you suffer a Medium or Severe Damage, you can spend 1IS to bleed a Portion of Lymph that grants a +2 bonus against Diseases if ingested or Treats a Light or Medium Damage or Infection if applied. The lymph expires after 12 hours.
Lvl.5 (SL 12°): three times per day, when you suffer a Medium or Severe Damage, you can spend 1IS to bleed a Portion of Lymph that grants a +4 bonus against Diseases if ingested or Treats a Light or Medium Damage or Infection if applied. The lymph expires after 24 hours.
Lvl.6 (SL 15°): when you suffer Damage, you can choose to bleed a Portion of Lymph. It heals from and grants immunity to any Disease if ingested or it immediately Treats a any type of Damage or any Infection if applied. The lymph expires after 24 hours.
SPECIAL: The Special **Lymph** and **Poisonous** Traits are mutually exclusive.

Special Resin

Resin, one of our many defenses, evolves alongside us into a highly prized substance.

Lvl.1 (SL 1°): once per day, when suffering 1 Medium or Severe Damage, you can exude 1 Portion of Resin that can be used as glue or to remove the Bleeding condition (it expires after 1d6 hours). Moreover you consider the Bleeding condition 1 point lower.
Lvl.2 (SL 3°): twice per day, when suffering 1 Medium or Severe Damage, you can exude 1 Portion of Resin that can be used as glue or to remove the Bleeding condition (it expires after 2d6 hours). Moreover you consider the Bleeding condition 2 points lower.
Lvl.3 (SL 6°): twice per day, when suffering Damage you can exude 1 Portion of resin that can be used as glue, to remove the Bleeding condition or an Infection (it expires after 3d6 hours). Moreover you consider the Bleeding condition 3 points lower and are immune to Infections.
Lvl.4 (SL 9°): three times per day, when suffering Damage you can exude 1 Portion of resin that can be used as glue, to remove the Bleeding condition or an Infection (it expires after 4d6 hours). Moreover you consider the Bleeding condition 4 points lower and are immune to Infections.
Lvl.5 (SL 12°): three times per day, when suffering Damage you can exude 1 Portion of resin that can be used as glue, to remove the Bleeding condition or an Infection or as a rubber-like material (it expires after 1d6 days). Moreover you consider the Bleeding condition 5 points lower and are immune to Infections.
Lvl.6 (SL 15°): 5 times per day, when you suffer Damage you can exude 1 Portion of resin that can be used as glue, to remove the Bleeding condition, 1 Infection or 1 Disease or as a rubber-like material (it expires after 3d6 days). You are also immune to the Bleeding condition and to Infections

*Spores

Much like my fungus cousins, I can emit spores to spread my seeds far and wide as well as harming breathing organisms.

Lvl.1 (SL 1°): once per Round, by taking 1 Action and spending 1IS in a Round in which you do not move, you can infect all adjacent targets with spores. They suffer +1 Infection to their lungs per point they fail to resist IS 3.
Lvl.2 (SL 3°): once per Round, by taking 1 Action and spending 1IS, you can affect all targets within 3m with spores. They suffer +1 Infection to their lungs per point they fail to resist IS 3.
Lvl.3 (SL 6°): twice per Round, by taking 1 Action and spending 1IS, you can affect all targets within 3m with spores. They suffer +1 Infection to their lungs per point they fail to resist IS 5
Lvl.4 (SL 9°): twice per Round, by taking 1 Action or 1 Reaction and spending 1IS, you can affect all targets within 6m of you with spores. They suffer +1 Infection to their lungs and +1 Weakened per point by which they failed to resist IS 5.
Lvl.5 (SL 12°): four times per Round, by taking 1 Action or 1 Reaction and spending 1IS, you can affect all targets within 6m with spores. They suffer +1 Infection to their lungs and +1 Weakened per point they fail to resist IS 7.
Lvl.6 (SL 15°): by taking 1 Action or 1 Reaction and spending 1IS, you can affect all targets within 15m with spores. They suffer +1 Infection to their lungs and +1 Weakened per point they fail to resist IS 10.
SPECIAL: if you have the **Poisonous** and **Infesting** Traits their effects will apply to your spores.

Strong Bark

Our bark grows stronger in time, protecting us from wounds and the suffering of the outside world.

Lvl.1 (SL 1°): your bark grants you a +1 Res bonus; once per day you can ignore 1 Light Damage using 1 Reaction.
Lvl.2 (SL 3°): your bark grants you a +2 Res bonus; twice per day you can ignore 1 Light Damage using 1 Reaction.
Lvl.3 (SL 6°): your bark grants you a +3 Res bonus; twice per day you can ignore 1 Light Damage using 1 Reaction. Alternatively, you can ignore 1 Medium Damage as a Reaction once per day.
Lvl.4 (SL 9°): your bark grants you a +4 Res bonus; twice per day you can ignore 1 Light or Medium Damage using 1 Reaction.
Lvl.5 (SL 12°): your bark grants you a +5 Res bonus; three times per day you can ignore 1 Light or Medium Damage using 1 Reaction.
Lvl.6 (SL 15°): your bark grants you a +8 Res bonus; 3 times per day, using 1 Reaction you can ignore 1 Light or Medium Damage. Alternatively, you can ignore 1 Severe Damage as a Reaction once per day.

*Succulent

No arid climate is too hostile for me: my fibers retain moisture, my heart is patient and I have nothing to fear.

Lvl.1 (SL 1°): whenever you root down to feed, if you spend twice as much time you can store an additional Portion of Water for later (up to a maximum of 2), draining double the surface but reducing the negative effects of heat by 1 per stored Portion. If you suffer Damage, you lose 1 stored Portion.
Lvl.2 (SL 3°): whenever you root down to feed, if you spend twice as much time you can store an additional Portion of water for later (up to a maximum of 4) draining double the surface but reducing the negative effects of heat by 1 per stored Portion. If you suffer Severe or Medium Damage, you lose 1 stored Portion.
Lvl.3 (SL 6°): whenever you root down to feed, you can store an additional Portion of water for later (up to a maximum of 4) draining double the surface but reducing the negative effects of heat by 2 per stored Portion. If you suffer Severe or Medium Damage, you lose 1 stored Portion.
Lvl.4 (SL 9°): whenever you root down to feed, you can store 2 additional Portions of water for later (up to a maximum of 6) reducing the negative effects of heat by 2 per stored Portion. If you suffer Severe or Medium Damage, you lose 1 stored Portion.
Lvl.5 (SL 12°): whenever you root down to feed, you can store 2 additional Portions of water for later (up to a maximum of 10) reducing the negative effects of heat by 2 per stored Portion. If you suffer Severe Damage, you lose 1 stored Portion.
Lvl.6 (SL 15°): whenever you root down to feed, you can store 3 additional Portions of water for later (up to a maximum of 20), reducing the negative effects of heat by 2 per stored Portion.
SPECIAL: you cannot develop this Trait if you have the Evergreen or Aquatic Traits.

Thorns

Many animals like to feed on our fruits, so many of us develop thorns. If they want our body so much, we will trade it for theirs!

Lvl.1 (SL 1°): when you are hit by a Melee Attack made with natural weapons, your attacker suffers 1 Light Damage to the Location they used to attack.
Lvl.2 (SL 3°): when you are hit by a Melee Attack, your attacker suffers 1 Light Damage to the weapon wielding Location. Once a week, as an Action and by spending 1 IS, you can pull out one of your thorns and treat it as a weapon, using the **Dagger** profile.
Lvl.3 (SL 6°): when you are hit by a Melee Attack, your attacker suffers 2 Light Damages to the weapon wielding Location. Twice a week, as an Action and by spending 1 IS, you can pull out one of your thorns and use it as a weapon, using the **Dagger** profile.
Lvl.4 (SL 9°): when you are hit by a Melee Attack, your attacker suffers 2 Light Damages to the weapon wielding Location. Three times a week, as an Action and by spending 1 IS, you can pull out one of your thorns and use it as a weapon, using the **Machete** profile.
Lvl.5 (SL 12°): when you are hit by a Melee Attack, your attacker suffers 3 Light Damages to the weapon wielding Location. Three times a week, as anAction and by spending 1 IS, you can pull out one of your thorns and use it as a weapon, using the **Machete** profile.
Lvl.6 (SL 15°): when you are hit by a Melee Attack your attacker suffers 1 Medium Damage to the weapon wielding Location. Once per day, as an Action and by spending 1 IS, you can pull out one of your thorns and use it as a weapon using the **Spear** profile.

Vibrant Blooming

Few of us ever Bloom into the most spectacular petals nature has ever evolved.

Lvl.1 (SL 1°): by rooting for 3d6 hours somewhere you can feed from, you can bloom and choose one of the following benefits: whoever stares at you receives a -1 Morale penalty in your regards or you gain a +1 Morale bonus on Interaction checks towards those around you, who also gain a +2 Morale to hit you. You bloom for 1 day.

Lvl.2 (SL 3°): by rooting for 3d6 hours somewhere you can feed from, you can bloom and choose one of the following benefits: whoever stares at you receives a -2 Morale penalty in your regards or you gain a +2 Morale bonus on Interaction checks towards those around you, who also gain a +1 Morale to hit you. You bloom for 1d6 days.

Lvl.3 (SL 6°): by rooting for 2d6 hours somewhere you can feed from, you can bloom and choose one of the following benefits: whoever stares at you receives a -2 Morale penalty in your regards or you gain a +2 Morale bonus on Interaction checks towards those around you, who also gain a +1 Morale to hit you. You bloom for 2d6 days.

Lvl.4 (SL 9°): by rooting for 2d6 hours somewhere you can feed from, you can bloom and choose one of the following benefits: whoever stares at you receives a -3 Morale penalty in your regards or you gain a +3 Morale bonus on Interaction checks towards those around you, who also gain a +1 Morale to hit you. You bloom for 2d6 days.

Lvl.5 (SL 12°): by rooting for 1d6 hours somewhere you can feed from, you can bloom and choose one of the following benefits: whoever stares at you receives a -3 Morale penalty in your regards or you gain a +3 Morale bonus on Interaction checks towards those around you. You bloom for 3d6 days.

Lvl.6 (SL 15°): by rooting for 1 hour somewhere you can feed from, you can bloom and choose one of the following benefits: whoever stares at you receives a -4 Morale penalty in your regards or you gain a +4 Morale bonus on Interaction checks towards those around you. You bloom for 1 month.

SQUAMATA

2.3.6 SQUAMATA

Despise other species?
Why would we?
They all have something to teach us on our path to greatness.
Humans are the past, the many Materian species are the present, but the future belongs to only one species; ours. If there is anybody capable of taking over this world and steering it from the brink of collapse to a new dawn, it is us. Other species will be left accepting our guidance in reaching that bright day.

It is all but written in history. Much like a developed brain earned primates supremacy over other mammals - and humanity's over them - so we are the most evolved of all reptiles. Our scales are tough and our claws sharp, our tails long and precise. We are gifted with opposable fingers, to excel in arts and crafts but most of all, as I suppose is evident by now, our intelligence and dialogical capacities rival, if not exceed, that of ancient humanity.

Our ancestors, hiding in their weakness, looked at the great Empire, waiting in the shadows for the age of warmbloods and then that of machines to end. Those were necessary moments for the new dominant species to emerge, as the ancestors of Humanity did the same with the species that came before them. They must have known, in their heart of hearts, they were destined to greatness, unveiling the secrets of this immense universe of ours, weaving their path to reach it. Sure, now the magnificent arrogance of their interstellar domain is but dust and rubble, fallen to its endless and absurd vanity, but it comes to us to fulfill this promise of greatness. We will not make the same mistakes: feelings and hormones have no sway over us. Our domain will be eternal and burn as bright as the Great Destroyer dawns over the Age of Reptiles.

Contempt? No, only stating a fact: Materian Sentients will be faced with a choice between past and future. And choose they will have to, sooner than they believe, or they will regret it.

Creation

- ***Characteristics:*** 30 EP (Body: MAX 14 MIN 5, Reflexes: MAX 16 MIN 7, Mind: MAX 14 MIN 2)
- ***Traits:*** 1 Genetic Trait
- ***Equipment:*** 2
- ***Morphology:*** Head (DL15), Torso (DL10), Legs x2 (DL12), Arms x2 (DL 12) Tail (DL12)
- ***Speed:*** 10m/Round (5Km/h)
- ***Height:*** 1,3 m to 1.9m
- ***Weight:*** 40Kg to 90 Kg
- ***Dietary Requirements:*** omnivore, you require 1 Portion every 24 hours
- ***Natural Weapons:***
  - Claws: 2/7/14
  - Tail: 3/9/15

-Special

- ***Tail:*** your long tail allows you to attack or move items, with a +1AV bonus (additional +1 per 3 SL).
- ***Cold Blooded:*** you treat temperature effects as if 1 rank lower. You need to stand still in sunlight or be exposed to a strong heat source for at least 1 hour (+1 per 3 SL) without doing any physical activity every 24 hours. Alternatively, you lose 1 IS per hour spent in the cold. You require only 4 hours of sleep.
- ***Scales:*** you have Res: +1 on every Location. Once per month you shed your skin and do not benefit from this bonus for the next 4d6 hours.
  At the end of the shedding process, you can choose to develop different sexual organs from those you had before.

Physiology

Ours is an advanced bipedal family of reptiles. Since the dawn of creation, we have evolved and grown progressively more complex functions, starting with our brains. Our eyelids close vertically, unlike those of many mammals, we are covered in strong scales we shed once a month and we are bound in coiling sinew and corded muscle. Our monthly shedding is an important moment of our lives, a metaphor of the endless cycle and the passage from one sex to the other.
We have grown beyond the traditional separation between two distinct sexes, choosing instead the more practical and far sighted approach of sequential hermaphroditism. For the less cultured of you, yes, we can change.

None can understand as well as we do how pointless are the differences between males and females that other species are so ridiculously adamant in stressing out. Our sexual organs change from shedding to shedding and such retrograde issues are but evolutionary limits to crush on the path to greatness.

We lay a foot and a half sized eggs after a dozen months pregnancy, during which they require constant heat.

Regardless of our ethnic variety, and the numerous ways our great families adapted to different biomes, our long tails augment an already formidable sense of balance.
Indeed, we are more advanced than any other walking, slithering or flying Materian native.

Dietary Requirements

We are omnivores, but prefer elaborate, raw meat dishes, although we do not disdain it when charred on sticks, as less efficient Species do. We excel in the culinary arts thanks to our superior sense of smell, combining flavors and spices into results that only the sharpest palates can sense. Even in this, we are Materia's finest - although at times it can be challenging to have the less refined appreciate our skill in gastronomy.

Ecology

We mostly live in isolation. It is rare to see many of us act or live together, as we prefer to explore this immense world and invest our lives in grandiose works.
However, we are by no means a disjointed rabble. We gather in massive reproduction rituals, during which our eldest share their knowledge and give out orders for the whole community improvement, a testament to the contribution of an individual to the glory and progress of our entire species' quest for greatness. Their words are held in high regard and it is of concern to all that the genes of such gifted individuals are not watered down for the future generations. Although the bond between parents and spawn is not as strong (often one only knows who hatched their egg, not who laid it), every Squamata is aware of being the result of careful and rightfully ruthless genetic selection developed generation after generation.

Aware of their key role in this continuous sequence of genetic improvement and intellectual enrichment, each of us wanders Materia since their first sheddings to add their own piece of new information, technologies, strategic assets and greater genes to the mosaic that is our great Species. We are, then, used to collaborating with our inferiors, who in turn can only be glad for the presence of a Squamata in their group.

Alas, when we do surround ourselves with them, we quickly realize an undeniable truth: s precious few comprehend the importance of scientific and artistic progress as much as we do and even less share our tastes and introspective ability. We are the only logical choice of leadership for adventuring groups or communities and, should our manifest superiority not be recognised, as it often happens, subterfuge and manipulation are feasible tools. After all, given the low intelligence of the majority of the beings that surround us and with whom we are condemned to coexist, it is our duty to use our intelligence for the benefit of everyone even when, for envy or stupidity, it is not recognised.

Psychology

Our brains are gifted with a considerable capacity for complex reasoning.

Our nature, however, pushes us to not show this competence a lot, resulting in many other Species considering us silent or introverted. However, in addition to the strategic advantage of keeping our assets and skills hidden, we are cursed with the awareness of being often misunderstood by the majority of warmbloods.

We are so adept in hiding our emotions and thoughts that only another Squamata is capable of doing so, granting us a considerable advantage in social occasions, although considering this apparent coldness of ours a limit or evidence for underlying insensitivity is only a mistake.
One has but to listen to the passionate melodies of our Rhapsodes to fathom the depths and peaks of our hearts and minds, yet another demonstration of our apical role in the wide Materian ecosystem.

Arrogant, they call us, but tell me: can the clearly demonstrated scientific and experiential certainty of belonging to a Species superior to every other in every way be called arrogance?
Is it not, rather, intellectual honesty on behalf of all Materian people?
All Squamata face on their own this subject and the rights and duties deriving from our genetic superiority.

Some hold other living beings as little more than muscle-bound idiots that they can freely manipulate, while many of our Rhapsodes claim we are responsible for leading the planet and its people, whom, under our guidance, maybe will evolve into something greater.
Something that, who knows, could eventually share and achieve a portion of our manifest destiny.
Alas, and I report this out of pure sense of duty, there have been some who have insinuated that the great Squamata is but a species like many others, eventually eclipsed in the fields of intellect, arts or society by other beings.

It needs not to be said that whoever has ever presented such outrageous ideas to their scale and claw brethren has been immediately excluded from the genetic pool, to spare future generations their deviancy, but regularly such "ideas" - signs of weakness in the character and mind - resurface, a genetic defect we have not yet been able to purge entirely.

ADVICE

The Squamata are well aware of their intellectual and physical superiority over other Species, something that is often confused with arrogance and is definitely not helped by their cold blooded reluctance to show feelings.

Such perception, however, does not necessarily imply that a Squamata is always in a conflicting postion with their traveling companions: the Character could feel, for example, a paternal and condescending sense of responsibility towards them or maybe a sincere interest in learning new things from them (for the advancement and glory of their own Species, of course).

Interpreting a Squamata, then, means being a very different individual from the common beast they resemble. They are able of appreciating the finer arts and technology, can formulate complex thoughts and are endowed with a sensitivity they will hardly ever show, keeping it safely hidden under their armored skin.

The Squamata follow many rites and practices to which they attribute great importance, the monthly shedding their chief one. Their sexual fluidity, too, they experience with no inhibitions, is one more trait defining an emotional depth much more complex than anyone would believe.

Common Squamata Names

Ohama, Sobek, Lacerte, Natrix, Hierophis, Toxicor, Mander, Thulsa, Crotalynne, Bis-a-Skud, Proteus, Hyla, Molok, Bermanni, Aspis, Drakken, Nuwa, Ghorn, Ekydna, Komode, Anhura, Coatl, Morrop.

Genetic Traits

The following are the Genetic Traits available to all Squamata. Each Trait is associated with a Level that increases every 3 SL and can be taken both in Character creation or when gaining new SL. The traits marked with an asterisk are subject to special rules illustrated in their detailed description

TRAITS	EFFECTS
Adhesive Lamellae	your hands and feet grow lamellae to scale any surface.
Amphibian	you develop webbed hands and feet and the necessary organs to brea-the underwater for longer.
Chameleon	your scales take colors similar to your surroundings.
Chemioreceptors	you sense smells at the molecular level.
Corrosive Saliva	bacteria in your saliva spread deadly infections.
Epimorphosis	you regenerate damage and missing body parts, that you can also ditch willingly.
*Extendable Tongue	you can capture small prey and items with your long tongue.
Flexible Body	you can squeeze through tight spaces and react better to damage.
Gliding Membrane	a brachial membrane allows you to glide.
Gorget	you can inflate a membrane around your neck to scare opponents or charm allies.
Improved Leap	you can jump over longer distances.
Improved Shedding	your scales regrow more rapidly and you receive a bonus after each shedding.
Mighty Scales	your scales thicken, granting you improved protection.
*Multifunction Ducts	special ducts allow you to spray blood as a defensive mechanism or to gather condensation.
Plumage	your bones become lighter and you grow a thick, hydro repellent plumage.
Rattles	bone rattles at the end of your tail can be used to scare opponents away.
Reactive Speed	your quick nerves allow you to dash faster.
Rotating Eyes	your eyes track independently for perfect peripheral vision.
Shell	your back grows a bone shell in which you can retreat.
Strong Tail	your tail becomes longer, prehensile and can be used to lash out.
Thanatosis	you can feign death as a ruse.
Thermoreceptors	you sense heat sources with great precision.
*Venomous	you secrete a venom capable of causing devastating hemorrhages.
Vicious Claws	your claws deal more Damage and penetrate armor.
*Voracious Maw	your fangs become sharper and you receive a bonus to grappling enemies.

Adhesive Lamellae

Thin folds on our palms allow us to climb the smoothest surfaces with unrivaled mobility.

Lvl.1 (SL 1°): you gain a +2 bonus per spent SP, instead of +1, when enhancing a Movement: Climbing. Your Speed is not halved while using at least 4 limbs to climb.
Lvl.2 (SL 3°): you gain a +3 bonus per spent SP, instead of +1, when enhancing a Movement: Climbing. You also gain a +2 Strength bonus to resist being pushed and your Speed is not halved while using at least 4 limbs to climb.
Lvl.3 (SL 6°): you gain a +3 bonus per spent SP, instead of +1, when enhancing a Movement: Climbing. You also gain a +3 Strength bonus to resist being pushed and your Speed is not halved while using at least 4 limbs to climb. Once per Round you can spend 1ES to double your climbing Speed for one Action.
Lvl.4 (SL 9°): you gain a +4 bonus per spent SP, instead of +1, when enhancing a Movement: Climbing. You also gain a +3 Strength bonus to resist being pushed and your Speed is not halved while using at least 4 limbs to climb. Twice per Round you can spend 1ES to double your climbing Speed for one Action.
Lvl.5 (SL 12°): you gain a +4 bonus per spent SP, instead of +1, when enhancing a Movement: Climbing. You also gain a +4 Strength bonus to resist being pushed and your Speed is not halved while using at least 4 limbs to climb. Twice per Round you can spend 1ES to triple your climbing Speed for one Action.
Lvl.6 (SL 15°): you gain a +5 bonus per spent SP, instead of +1, when enhancing a Movement: Climbing. You also gain a +8 Strength bonus to resist being pushed and your Speed doubled while using at least 4 limbs to climb. Twice per Round you can spend 1ES to triple your climbing Speed until the end of the Round.

Amphibian

Webbed hands and feet and organs we developed to breathe underwater allow us to bring conquest to the depths of Materia.

Lvl.1 (SL 1°): your Speed for Movement: Swimming checks is not halved. You can breathe underwater for 1 minute/LS every day.
Lvl.2 (SL 3°): your Speed for Movement: Swimming checks is not halved and increases by 2m while using your tail to swim. You can breathe underwater for 5 minutes/LS every day.
Lvl.3 (SL 6°): your Speed for Movement: Swimming checks is not halved and increases by 4m while using your tail to swim. You can breathe underwater for 10 minutes/LS every day.
Lvl.4 (SL 9°): your Speed for Movement: Swimming checks is not halved and increases by 8m while using your tail to swim. You can breathe underwater for 30 minutes/LS every day.
Lvl.5 (SL 12°): your Speed for Movement: Swimming checks is not halved and increases by 15m while using your tail to swim. You can breathe underwater for 1 hour/LS every day.
Lvl.6 (SL 15°): your Speed for Movement: Swimming checks is not halved and increases by 20m while using your tail to swim. You can breathe underwater for 15 hours (+1 per spent IS) every day.

Chameleon

My scales are a work of art that can adapt to my surroundings. Whether I need to escape from a predator or ambush a prey, I am unseen.

Lvl.1 (SL 1°): if you spend at least 1 minute in a specific biome, your coloration adapts to match it. During any Round you spent standing still, you gain a +2 bonus when enhancing Stealth check and the DL to hit you with ranged attacks increases by 2 as long as you do not wear clothing.
Lvl.2 (SL 3°): if you spend at least 1 Round in a specific biome, your coloration adapts to match it. During any Round you spend not moving, you gain a +2 bonus when enhancing Stealth check and the DL to hit you with ranged attacks increases by 2 as long as you do not wear clothing.
Lvl.3 (SL 6°): if you spend at least 1 Round in a specific biome, your coloration adapts to match it. You gain a +3 bonus when enhancing Stealth check and the DL to hit you with ranged attacks increases by 3 as long as you do not wear clothing.
Lvl.4 (SL 9°): when you enter a new biome, your coloration changes to match it. You gain a +3 bonus when enhancing Stealth check and the DL to hit you with ranged attacks increases by 3 as long as you do not wear clothing.
Lvl.5 (SL 12°): when you enter a new biome, your coloration changes to match it. You gain a +4 bonus when enhancing Stealth check and the DL to hit you with ranged attacks increases by 4 as long as you do not wear clothing.
Lvl.6 (SL 15°): when you enter a new biome, your coloration changes to match it. You gain a +5 bonus when enhancing Stealth check and the DL to hit you with ranged attacks increases by 5.

Chemioreceptors

Organs all over my body allows me to tell smells at molecular level, over great distances and with unmatched precision.

Lvl.1 (SL 1°): you gain a +1 bonus when enhancing Perception: Smell checks and are Focused when doing so to targets within 2m/SL.
Lvl.2 (SL 3°): you gain a +2 bonus per spent SP, instead of +1,when enhancing Perception: Smell checks and are Focused when doing so to targets within 2m/SL. You also gain one extra info about your target on a check success.
Lvl.3 (SL 6°): you gain a +2 bonus per spent SP, instead of +1,when enhancing Perception: Smell checks and are Focused when doing so to targets within 5m/SL. You also gain one extra info about your target on a check success and a Perception Free Action in every Round you do not move.
Lvl.4 (SL 9°): you gain a +3 bonus per spent SP, instead of +1,when enhancing Perception: Smell checks and are Focused when doing so to targets within 5m/SL. You also gain two extra infos about your target on a check success and a Perception Free Action in every Round you do not move.
Lvl.5 (SL 12°): you gain a +3 bonus, instead of +1, when enhancing Perception: Smell checks and are Focused when doing so to targets within 10m/NS. You also gain two extra infos about your target on a check success and a Perception Free Action every Round.
Lvl.6 (SL 15°): you gain a +4 bonus per spent SP, instead of +1, when enhancing Perception: Smell checks and are Focused when doing so to targets within 200m +50m per spent NS. You also gain three extra infos about your target on a check success and a Perception Free Action every Round.

Corrosive Saliva

Bacteria and enzymes in our saliva bring our prey down short after we bite them, we just need to wait for our feasting.

Lvl.1 (SL 1°): every Round you can take up to 1 Bite attack that inflict +1 Infection and 1 Light Damage every 10 minutes for 10minutes/SL.
Lvl.2 (SL 3°): every Round you can take up to 1 Bite attack that inflict +1 Infection and 1 Light Damage every 5 minutes for 10minutes/SL.
Lvl.3 (SL 6°): every Round you can take up to 1 Bite attack that inflict +1 Infection and 1 Light Damage every minute for 30minutes/SL.
Lvl.4 (SL 9°): every Round you can take up to 2 Bite attacks that inflict +2 Infection and 1 Light Damage every minute for 30minutes/SL.
Lvl.5 (SL 12°): every Round you can take up to 2 Bite attacks that inflict +2 Infection and 1 Light Damage every minute for 1hour/SL.
Lvl.6 (SL 15°): every Round you can take up to 3 Bite attacks that inflict +3 Infection and 1 Light Damage every Round until treated.

Epimorphosis

Whether it is regrowing a tail we left as bait to distract predators or a limb that was cut off, our healing factor is among the most efficient in nature.

Lvl.1 (SL 1°): every 12 hours you can consider one Light Damage as Treated or a Medium one within 24.
Lvl.2 (SL 3°): every 12 hours you can consider one Light Damage as Treated or a Medium one within 24 and regrow a lost limb within 1d6 days and by spending 1IS per day.
Lvl.3 (SL 6°): every 6 hours you can consider one Light Damage as Treated or a Medium one within 12 and regrow a lost limb within 1d6 days and by spending 1IS per day. As an Action or Reaction, you can voluntarily detach a limb from your body, suffering Bleeding +1 to an adjacent Location of your choice.
Lvl.4 (SL 9°): every 6 hours you can consider one Light Damage as Treated, a Medium one within 12 or a Severe every 24 and regrow a lost limb within 1d6 hours and by spending 1IS. As an Action or Reaction, you can voluntarily detach a limb from your body, suffering Bleeding +1 to an adjacent Location of your choice.
Lvl.5 (SL 12°): every 3 hours you can consider one Light Damage as Treated, a Medium one within 6 or a Severe every 12 and regrow a lost limb within 1d6 hours and by spending 1IS. As an Action or Reaction, you can voluntarily detach a limb from your body, suffering Bleeding +1 to an adjacent Location of your choice.
Lvl.6 (SL 15°): every hour you can consider one Light Damage as Treated, a Medium one within 3 or a Severe every 6 and regrow a lost limb spending 1IS and 1 Round. As an Action or Reaction, you can voluntarily detach a limb from your body without suffering any penaltiy.

*Extendable Tongue

Some say nothing is faster than a Squamata tongue. Few know this is no exaggeration.

Lvl.1 (SL 1°): as an Action during a Round in which you did not move, you can extend your tongue up to 3m and use it to attack (it is considered a Ranged Weapon with the damage scale of a Whip). You can grab 1x1x1m items or inflict damage. You gain a +1 bonus to use your tongue.
Lvl.2 (SL 3°): as an Action, you can extend your tongue up to 3m and use it to attack (it is considered a Ranged Weapon with the damage scale of a Whip). You can grab 1x1x1m items or inflict damage. You gain a +2 bonus to use your tongue.
Lvl.3 (SL 6°): as an Action, you can extend your tongue up to 3m and use it to attack (it is considered a Ranged Weapon with the damage scale of a Whip). You can grab 1x1x1m items or inflict damage. You gain a +3 bonus to use your tongue.
Lvl.4 (SL 9°): as an Action, you can extend your tongue up to 3m and use it to attack (it is considered a Ranged Weapon with the damage scale of a Chain). You can grab 2x2x2m items or inflict damage. You gain a +4 bonus to use your tongue.
Lvl.5 (SL 12°): as an Action, you can extend your tongue up to 5m and use it to attack (it is considered a Ranged Weapon with the damage scale of a Chain). You can grab 2x2x2m items or inflict damage. You gain a +5 bonus to use your tongue.
Lvl.6 (SL 15°): as an Action, you can extend your tongue up to 10m and use it to attack (it is considered a Ranged Weapon). You can grab items up to 3x3x3m in size or inflict damage (it is considered a Chain with +1 Piercing property). You gain a +5 bonus to use your tongue.
***SPECIAL:** the effects from the Venomous or Corrosive Saliva Traits apply to your tongue attacks, if you possess either.

Flexible Body

Our limbs are known for their flexibility and our movements for their hypnotic nimbleness.

Lvl.1 (SL 1°): you gain a +2 bonus per spent SP instead of +1 when enhancing a check made to break free from a constriction. You can fit into spaces 1/2 your size if you move at half your Speed and if you are not carrying bulky equipment.
Lvl.2 (SL 3°): you gain a +3 bonus per spent SP instead of +1 when enhancing a check made to break free from a constriction. You can fit into spaces 1/2 your size if you move at half your Speed and if you are not carrying bulky equipment. Once a day, as a Reaction, you can avoid 1 Light Damage caused by a bludgeoning item.
Lvl.3 (SL 6°): you gain a +3 bonus per spent SP instead of +1 when enhancing a check made to break free from a constriction. You can fit into spaces 1/3 your size if you are not carrying bulky equipment. Once a day, as a Reaction, you can avoid 1 Light Damage caused by a bludgeoning item.
Lvl.4 (SL 9°): you gain a +4 bonus per spent SP instead of +1 when enhancing a check made to break free from a constriction. You can fit into spaces 1/3 your size if you are not carrying bulky equipment. Two times a day, as a Reaction, you can avoid 1 Light Damage caused by a bludgeoning item.
Lvl.5 (SL 12°): you gain a +4 bonus per spent SP instead of +1 when enhancing a check made to break free from a constriction. You can fit into spaces 1/3 your size if you are not carrying bulky equipment. Two times a day, as a Reaction, you can avoid 1 Light or Medium Damage caused by a bludgeoning item.
Lvl.6 (SL 15°): you gain a +5 bonus per spent SP instead of +1 when enhancing a check made to break free from a constriction. You can fit into spaces 1/4 your size if you are not carrying bulky equipment. Three times a day, as a Reaction, you can avoid 1 Light or Medium Damage caused by a bludgeoning item.

Gliding Membrane

The sky is a limit for you all. Cartilage sustains our flights, crowning us as the masters of earth, sky and sea.

Lvl.1 (SL 1°): as an Action you can spread or fold your gliding membrane. When it is extended, you can fly a distance equal to your Speed, though you cannot use your Legs and Arms for any other purpose for the duration and if you are pushed you reduce the distance by 1m. When flying this way, you can glide at only 1/2 of the speed unless strong currents or updrafts stop you.
Lvl.2 (SL 3°): as an Action or Reaction you can spread or fold your gliding membrane. When it is extended, you can fly a distance equal to your Speed, though you cannot use your Legs and Arms for any other purpose for the duration and if you are pushed you reduce the distance by 2m. When flying this way, you can glide at only 1/3 of the speed unless strong currents or updrafts stop you.

Lvl.3 (SL 6°): as an Action or Reaction you can spread or fold your gliding membrane. When it is extended, you can fly a distance equal to your Speed +1m/SL, though you cannot use your Legs and Arms for any other purpose for the duration and if you are pushed you reduce the distance by 3m. When flying this way, you can glide at only 1/3 of the speed unless strong currents or updrafts stop you.
Lvl.4 (SL 9°): as an Action or Reaction you can spread or fold your gliding membrane. When it is extended, you can fly a distance equal to your Speed +1m/SL, though you cannot use your Legs and Arms for any other purpose for the duration and if you are pushed you reduce the distance by 4m. When flying this way, you can glide at only 1/4 of the speed unless strong currents or updrafts stop you.
Lvl.5 (SL 12°): as an Action or Reaction you can spread or fold your gliding membrane. When it is extended, you can fly a distance equal to your Speed +2m/SL, though you cannot use your Legs and Arms for any other purpose for the duration and if you are pushed you reduce the distance by 5m. When flying this way, you can glide at only 1/4 of the speed unless strong currents or updrafts stop you.
Lvl.6 (SL 15°): as a Free Action or Reaction you can spread or fold your gliding membrane. When it is extended, you can fly a distance equal to your Speed +30m and if you are pushed you reduce the distance by 10m. When flying this way, you can glide at only 1/10 of the speed unless strong currents or updrafts stop you.

Gorget

Used in both mating rituals and against predators, this multi-hued gorget is something many other Species envy.

Lvl.1 (SL 1°): as an Action in a Round in which you have not moved, you can extend or retract your gorget, and gain a +1 bonus when enhancing Interaction: Persuasion/Intimidation checks towards all those who see it for the first time or you can impose the Frightened condition for 1Round/SL to all those within 9m of you (resist NS3) who have never seen it.
Lvl.2 (SL 3°): as an Action, you can extend or retract your gorget, and gain a +2 bonus per spent SP when enhancing Interaction: Persuasion/Intimidation checks towards all those who see it for the first time or you can impose the Frightened condition for 1Round/SL to all those within 9m (resist NS4)
Lvl.3 (SL 6°): as an Action or Reaction, you can extend or retract your gorget, and gain a +2 bonus per spent SP when enhancing Interaction: Persuasion/Intimidation checks towards all those who see it for the first time or you can impose the Frightened condition for 2Round/SL to all those within 18m (resist NS4, who fail the check by 2 or more are also Hindered).
Lvl.4 (SL 9°): as an Action or Reaction, you can extend or retract your gorget, and gain a +3 bonus per spent SP when enhancing Interaction: Persuasion/Intimidation checks towards all those who see it for the first time or you can impose the Frightened condition for 2 Rounds/SL to all those within 18m (resist NS5, who fail the check by 2 or more are also Hindered).
Lvl.5 (SL 12°): as an Action or Reaction, you can extend or retract your gorget, and gain a +3 bonus per spent SP when enhancing Interaction: Persuasion/Intimidation checks towards all those who see it for the first time or you can impose the Frightened condition for 1 minute/SL to all those within 30m (resist NS5, who fail the check by 2 or more are also Immobilized).
Lvl.6 (SL 15°): as an Action or Reaction, you can extend or retract your gorget, and gain a +4 bonus per spent SP when enhancing Interaction: Persuasion/Intimidation checks towards all those who see it for the first time or you can impose the Frightened condition for 1 minute/SL to all those within 30m (resist NS6, who fail the check by 2 or more are also Immobilized).

Improved Leap

None can match my kin in the grace of their leaps and daring aerial maneuvers.

Lvl.1 (SL 1°): when you take a Movement: Jumping Action you gain a +2d6 bonus. When you Dodge, you can perform a 1m jump.
Lvl.2 (SL 3°): when you take a Movement: Jumping Action you gain a +3d6 bonus. When you Dodge, you can perform a 1m jump. After jumping, you are never Downed.
Lvl.3 (SL 6°): when you take a Movement: Jumping Action you gain a +4d6 bonus. When you Dodge, you can perform a 2m jump. After jumping, you are never Downed.
Lvl.4 (SL 9°): when you take a Movement: Jumping Action you gain a +5d6 bonus. When you Dodge, you can perform a 2m jump. After jumping, you are never Downed and if you land behind an enemy, the first attack you roll against them is Focused.

Lvl.5 (SL 12°): when you take a Movement: Jumping Action you gain a +6d6 bonus. When you Dodge, you can perform a 3m jump. After jumping, you are never Downed and if you land behind an enemy, the first attack you roll against them is Focused.
Lvl.6 (SL 15°): when you take a Movement: Jumping Action you gain a +10d6 bonus. When you Dodge, you can perform a 3m jump. After jumping, you are not Downed and if you land behind an enemy, the first attack you roll against them is Focused and they are considered Surprised.

Improved Shedding

Shedding is sacred for our Species. It stands for renewal and rebirth, new resolutions and cleansing.

Lvl.1 (SL 1°): the time for new scales development after shedding is reduced to 2d6 hours. When the shedding ends you recover 1d6 NS or IS.
Lvl.2 (SL 3°): the time for new scales development after shedding is reduced to 1d6 hours. When the shedding ends you recover 1d6 NS or IS. You can shed once more per month, but your scales will need 4d6 hours to grow back.
Lvl.3 (SL 6°): the time for new scales development after shedding is reduced to 1d6 hours. When the shedding ends you recover 1d6 NS or IS and gain +1 Morale for 1 hour/SL. You can shed once more per month, but your scales will need 3d6 hours to grow back.
Lvl.4 (SL 9°): the time for new scales development after shedding is reduced to 1 hour. When the shedding ends you recover 1d6 NS or IS and gain +1 Morale for 1 hour/SL. You can shed twice more per month, but your scales will need 1d6 hours to grow back.
Lvl.5 (SL 12°): the time for new scales development after shedding is reduced to 1 hour. When the shedding ends you recover 2d6 NS or IS and gain +1 Morale for 1 hour/SL. You can shed twice more per month.
Lvl.6 (SL 15°): the time for new scales development after shedding is reduced to 1d6 minutes. When the shedding ends you recover 2d6 NS or IS and gain +1 Morale for 24 hours. You can shed three more times per month.

Mighty Scales

My scales thickened, shedding after shedding, forming into the best suit of armor an animal can ever wish for.

Lvl.1 (SL 1°): after your next shedding, your scales will grant you +3 Res. Once a day, you can reduce the Pain Condition by 1.
Lvl.2 (SL 3°): after your next shedding, your scales will grant you +4 Res. Once a day, you can reduce the Pain or Bleeding Conditions by 1.
Lvl.3 (SL 6°): after your next shedding, your scales will grant you +5 Res. Once a day, you can reduce the Pain or Bleeding Conditions by 2.
Lvl.4 (SL 9°): after your next shedding, your scales will grant you +6 Res. Two times a day, you can reduce the Pain or Bleeding Conditions by 2.
Lvl.5 (SL 12°): after your next shedding, your scales will grant you +7 Res. Two times a day, you can reduce the Pain or Bleeding Conditions by 3.
Lvl.6 (SL 15°): after your next shedding, your scales will grant you +10 Res. Three times a day, you can reduce the Pain and Bleeding Conditions by 3.

*Multifunction Ducts

Some of us have small open ducts all over their bodies, to gather moisture or spray blood from.

Lvl.1 (SL 1°): once per Round, as an Action, by spending 1IS and not moving, you exude blood over one of your Locations of your choice or spray a gout of blood to a target within 5m. If you hit the target's eyes, they are blinded until somebody takes an Action to wash it off.
Lvl.2 (SL 3°): once per Round, as an Action or Reaction and by spending 1IS, you exude blood over two of your Locations of your choice or spray a gout of blood to a target within 10m. If you hit the target's eyes, they are blinded until somebody takes an Action to wash it off with any liquid. Once a week, you absorb condensation into a Portion of Water.
Lvl.3 (SL 6°): two times per Round, as an Action or Reaction and by spending 1IS, you exude blood over two of your Locations of your choice or spray a gout of blood to a target within 10m. If you hit the target's eyes, they are blinded until somebody takes an Action to wash it off with any liquid. Once every 4 days, you absorb condensation into a Portion of Water.
Lvl.4 (SL 9°): two times per Round, as an Action or Reaction and by spending 1IS, you exude blood over two of your Locations of your choice or spray a gout of blood to a target within 20m. If you hit the target's eyes, they are blinded until somebody takes an Action to wash it off with any liquid. Once every 4 days, you absorb condensation into a Portion of Water.

Lvl.5 (SL 12°): three times per Round, as an Action or Reaction and by spending 1IS, you exude blood over three of your Locations of your choice or spray a gout of blood to a target within 20m. If you hit the target's eyes, they are blinded until somebody takes an Action to wash it off with any liquid. Once every 2 days, you absorb condensation into a Portion of Water.
Lvl.6 (SL 15°): as an Action or Reaction and by spending 1IS, you exude blood over all of your Locations of your choice or spray a gout of blood to a target within 40m. If you hit the target's eyes, they are blinded permanently. Every day, you absorb condensation into a Portion of Water.
SPECIAL: if you developed the **Venomous** Trait, your blood carries its effects.
The blood coating your body dries up within 1 hour/SL.

Plumage

Some believe it is a vestige of previous evolutionary forms, others a harbinger of a future evolution into a species that will rule the skies. Whatever it is, feathers cover us in colors of unique and unmatched beauty.

Lvl.1 (SL 1°): you lose 1/10 your weight and do not suffer the penalty to resist cold climates. You are not required to daily stand still in sunlight. In place of shedding scales, you shed feathers.
Lvl.2 (SL 3°): you lose 1/8 your weight and you consider the effects of cold temperature 1 rank lower, in place of the penalty. You are required to spend only 1 hour every day in direct sunlight, but are not required to stand still. In place of shedding scales, you shed feathers, losing these features for 4d6.
Lvl.3 (SL 6°): you lose 1/5 your weight and you consider the effects of cold temperature 1 rank lower, in place of the penalty. You are required to spend only 1 hour every day in direct sunlight, but are not required to stand still. You suffer any effect from contact with liquids 1 Round after you come in contact with them and, in place of shedding scales, you shed feathers, losing these features for 3d6.
Lvl.4 (SL 9°): you lose 1/4 your weight and you consider the effects of cold temperature 1 rank lower, in place of the penalty. You are required to spend only 10 minutes every day in direct sunlight, but are not required to stand still. You suffer any effect from contact with liquids 1 Round after you come in contact with them and, in place of shedding scales, you shed feathers, losing these features for 3d6.
Lvl.5 (SL 12°): you lose 1/3 your weight and you consider the effects of cold temperature 3 ranks lower, in place of the penalty. You are required to spend only 10 minutes every day in direct sunlight, but are not required to stand still. You suffer any effect from contact with liquids a minute after you come in contact with them and, in place of shedding scales, you shed feathers, losing these features for 2d6.
Lvl.6 (SL 15°): you lose 1/2 your weight and you consider the effects of cold temperature 4 ranks lower, in place of the penalty. You are not required to spend time daily in direct sunlight. You suffer any effect from contact with liquids 10 minutes after you come in contact with them and, in place of shedding scales, you shed feathers, losing these features for 1d6.

Rattles

This bone appendix growing at the end of our tails is as much a dissuasion tool against predators as it is often used in much more creative ways.

Lvl.1 (SL 1°): as an Action in a Round in which you have not moved, you can shake your rattle to inflict -1 Morale to whoever hears you within 5m (resist NS 3) for as long as they hear you, or to gain a +2 bonus per spent SP instead of +1 when you enhance Art: Music checks.
Lvl.2 (SL 3°): as an Action in a Round in which you have not moved, you can shake your rattle to inflict -1 Morale to whoever hears you within 10m (resist NS 4) for as long as they hear you, or to gain a +2 bonus per spent SP instead of +1 when you enhance Art: Music checks.
Lvl.3 (SL 6°): as an Action, you can shake your rattle to inflict -1 Morale to whoever hears you within 10m (resist NS 4) for as long as they hear you, or to gain a +3 bonus per spent SP instead of +1 when you enhance Art: Music checks.
Lvl.4 (SL 9°): as an Action, you can shake your rattle to inflict -2 Morale to whoever hears you within 15m (resist NS 5) for as long as they hear you, or to gain a +3 bonus per spent SP instead of +1 when you enhance Art: Music checks.
Lvl.5 (SL 12°): as an Action or Reaction, you can shake your rattle to inflict -2 Morale to whoever hears you within 15m (resist NS 5) for as long as they hear you, or to gain a +4 bonus per spent SP instead of +1 when you enhance Art: Music checks.
Lvl.6 (SL 15°): as an Action or Reaction, you can shake your rattle to inflict -3 Morale to whoever hears you within 20m (resist NS 6) for as long as they hear you, or to receive a +4 bonus per spent SP instead of +1 when you enhance Art: Music checks.

Reactive Speed

If you see a Squamata, it is because they chose to be seen.

Lvl.1 (SL 1°): you gain +5m to your Speed if the first Action you take in a Round is Movement. In a Round in which you have moved at least 20m, you gain a +1 bonus to your DL against being hit.
Lvl.2 (SL 3°): you gain +8m to your Speed if the first Action you take in a Round is Movement. In a Round in which you have moved at least 20m, you gain a +2 bonus to your DL against being hit.
Lvl.3 (SL 6°): you gain +10m to your Speed if the first Action you take in a Round is Movement. In a Round in which you have moved at least 20m, you gain a +2 bonus to your DL against being hit and the targets of your attacks suffer a -1 penalty to Reactivity.
Lvl.4 (SL 9°): you gain +15m to your Speed if the first Action you take in a Round is Movement. In a Round in which you have moved at least 20m, you gain a +3 bonus to your DL against being hit and the targets of your attacks suffer a -1 penalty to Reactivity.
Lvl.5 (SL 12°): you gain +18m to your Speed if the first Action you take in a Round is Movement. In a Round in which you have moved at least 10m, you gain a +3 bonus to your DL against being hit and the targets of your attacks suffer a -2 penalty to Reactivity.
Lvl.6 (SL 15°): you gain +25m to your Speed if the first Action you took in a Round is Movement. In a Round in which you have moved you gain a +4 bonus to your DL against being hit and the targets of your attacks suffer a -2 penalty to Reactivity.

Rotating Eyes

Our eyes track independently and are too fast for your slow non reptilian reaction.

Lvl.1 (SL 1°): you gain a +1 bonus to Reactivity Perception: Investigation checks and the range of your weapons doubled. You see in a 360° arc around you.
Lvl.2 (SL 3°): you gain a +1 bonus to Reactivity, Perception: Investigation and Initiative checks and the range of your weapons triples. You see in a 360° arc around you.
Lvl.3 (SL 6°): you gain a +2 bonus to Reactivity, Perception: Investigation and Initiative checks and the range of your weapons triples. You see in a 360° arc around you.
Lvl.4 (SL 9°): you gain a +2 bonus to Reactivity, Perception: Investigation and Initiative checks and the range of your weapons quadruples. You see in a 360° arc around you. If you do not move when performing a Perception: Investigation check, you can immediately take another one as a Free Action.
Lvl.5 (SL 12°): you gain a +3 bonus to Reactivity, Perception: Investigation and Initiative checks and the range of your weapons quadruples. You see in a 360° arc around you. If you do not move when performing a Perception: Investigation check, you can immediately take another one as a Free Action.
Lvl.6 (SL 15°): you gain a +4 bonus to Reactivity, Perception: Investigation and Initiative checks and the range of your weapons quadruples. You see in a 360° arc around you. If you do not move when performing a Perception: Investigation check, you can immediately take another one as a Free Action.

Shell

One of our rarer mutations, the dorsal shell is an extension to our very own skeleton and a shelter in case of danger.

Lvl.1 (SL 1°): your Torso grows a shell that grants you +3Res. That Location will not shed anymore and you now have a 50 cubic centimeters cargo space to stow items.
Lvl.2 (SL 3°): your Torso grows a shell that grants you +3Res (+6 to your back). That Location will not shed anymore and you now have a 50 cubic centimeters cargo space to stow items.
Lvl.3 (SL 6°): your Torso grows a shell that grants you +3Res (+6 to your back). That Location will not shed anymore and you now have a 100 cubic centimeters cargo space to stow items. As an Action or Reaction, you can retract or extend up to one Location into or from the shell. You cannot use retracted Locations (though you still have access to your senses if you retract your Head) and the DL to attack the Location's socket is 20.
Lvl.4 (SL 9°): your Torso grows a shell that grants you +4Res (+8 to your back). That Location will not shed anymore and you now have a 100 cubic centimeters cargo space to stow items. As an Action or Reaction, you can retract or extend up to one Location into or from the shell. You cannot use retracted Locations (though you still have access to your senses if you retract your Head) and the DL to attack the Location's socket is 25.

Lvl.5 (SL 12°): your Torso grows a shell that grants you +4Res (+8 to your back). That Location will not shed anymore and you now have a 200 cubic centimeters cargo space to stow items. As an Action or Reaction, you can retract or extend up to two Locations into or from the shell. You cannot use retracted Locations (though you still have access to your senses if you retract your Head) and the DL to attack the Location's socket is 30.
Lvl.6 (SL 15°): your Torso grows a shell that grants you +6Res (+15 to your back). That Location will not shed anymore and you now have a 200 cubic centimeters cargo space to stow items. As an Action or Reaction, you can retract or extend any Location into or from the shell. You cannot use retracted Locations (though you still have access to your senses if you retract your Head), but as long as they are retracted inside the shell they cannot be attacked.

Strong Tail

Some of us learned to use their tail with precision, even more than their other limbs.

Lvl.1 (SL 1°): your tail becomes prehensile and gains +1m Reach.
Lvl.2 (SL 3°): your tail becomes prehensile and gains +1m Reach. If you use it to attack in a Round in which you have not moved, you can hit up to 2 adjacent targets.
Lvl.3 (SL 6°): your tail becomes prehensile and gains +2m Reach. If you use it to attack, you can hit up to 2 adjacent targets.
Lvl.4 (SL 9°): your tail becomes longer, prehensile and can wield weapons, granting you +2m Reach. If you use it to attack, you can hit up to 4 adjacent targets.
Lvl.5 (SL 12°): your tail becomes longer, prehensile and can wield weapons, granting you +3m Reach. If you use it to attack, you can hit up to 4 adjacent targets that will also get Downed if their Strength is lower than yours.
Lvl.6 (SL 15°): your tail becomes longer, prehensile and can wield weapons, granting you +4m Range. If you use it to attack, you can hit all targets around you within Reach, that will also get Downed if their Strength is lower than yours.

Thanatosis

We can slow our hearts down, feign death and trick even the most cunning of predators.

Lvl.1 (SL 1°): as an Action or Reaction you stand still in a state of apparent death. The DL to see through the deception is 10+SL. You can spend 1 minute/SL in this state, during which your senses do not work.
Lvl.2 (SL 3°): as an Action or Reaction you stand still in a state of apparent death. The DL to see through the deception is 10+SL. You can spend 10 minutes/SL in this state, during which you can use one sense only.
Lvl.3 (SL 6°): as an Action or Reaction you stand still in a state of apparent death. The DL to see through the deception is 12+SL. You can spend 10 minutes/SL in this state, during which you can use one sense only, your temperature drops as if you were dead and you consider the Bleeding condition lower by 1.
Lvl.4 (SL 9°): as an Action or Reaction you stand still in a state of apparent death. The DL to see through the deception is 12+SL. You can spend 1 hour/SL in this state, during which you can use two senses only, your temperature drops as if you were dead and you consider the Bleeding condition lower by 1.
Lvl.5 (SL 12°): as an Action or Reaction you stand still in a state of apparent death. The DL to see through the deception is 15+SL. You can spend 1 hour/SL in this state, during which you can use two senses only, your temperature drops as if you were dead and you consider the Bleeding condition lower by 2.
Lvl.6 (SL 15°): as an Action or Reaction you stand still in a state of apparent death. The DL to see through the deception is 15+SL. You can spend any time in this state, your temperature drops as if you were dead and you are not affected by the Bleeding condition.

Thermoreceptors

Occipital membranes allow us to clearly sense nearby heat sources.

Lvl.1 (SL 1°): as an Action in a Round in which you did not move and by spending 1ES you sense heat sources within 10m/SL for 1 minute +1 per spent ES.
Lvl.2 (SL 3°): as an Action and by spending 1ES you sense heat sources within 10m/SL for 10 minutes +10 per spent ES.
Lvl.3 (SL 6°): as an Action or Reaction and by spending 1ES you sense heat sources within 20m/SL for 10 minutes +10 per spent ES.

"ANCIENT HUMANS HAD COMPLEX COURTING RITUALS AND DISGUSTING SEXUAL REPRODUCTION METHODS PERFORMED FOR MILLENNIA ACCORDING TO PURELY EMPIRICAL AND BINARY, CIS-NORMATIVELY, I COULD CALL THEM, NORMS. I KNOW IT SOUNDS ABSURD EVEN THINKING OF IT, BUT CAN YOU IMAGINE WHAT IT WOULD MEAN FOR US TO BE FORCED TO RENOUNCE PART OF OUR IDENTITY TO RELEGATE OURSELVES TO ONLY ONE ASPECT OF OUR SOUL?!"

SHANA, INTERSEX CLONE GROWN AMONG SHRUBS AND PART OF THE GRAND COUNCIL OF THE GREAT FAMILY

Lvl.4 (SL 9°): as an Action or Reaction and by spending 1ES you sense heat sources within 20m/SL for 1hour +1 per spent ES. You know the exact temperature of those sources.
Lvl.5 (SL 12°): as an Action or Reaction and by spending 1ES you sense heat sources within 50m/SL for 1 hour +1 per spent ES. You know the exact temperature of those sources and as long as you use this sense you gain a +1d6 bonus to Perception: Investigation checks.
Lvl.6 (SL 15°): as an Action or Reaction and by spending 1ES you sense heat sources within 1500m +500 per spent ES for as long as you wish. You know the exact temperature of those sources and as long as you use this sense you gain a +2d6 bonus to Perception: Investigation checks.

*Venomous

Sometimes, it is best not to approach a Squamata with unwanted physical contact. The most obvious reason why is the deadly toxins we secrete on contact.

Lvl.1 (SL 1°): whoever bites you suffers +1 Bleeding (resist IS 3). You gain a +1 bonus when enhancing checks to resist poisons.
Lvl.2 (SL 3°): whoever touches you suffers +1 Bleeding (resist IS 4). Once per day, you can gather a Portion of your own venom over the course of 10 minutes, but, if you do, you lose the contact effect for 2d6 hours. You gain a +2 bonus per spent SP, instead of +1, when enhancing checks to resist poisons.
Lvl.3 (SL 6°): whoever touches you suffers +2 Bleeding (resist IS 5). Once per day, you can gather a Portion of your own venom over the course of 10 minutes, but, if you do, you lose the contact effect for 1d6 hours. You gain a +2 bonus per spent SP, instead of +1, when enhancing checks to resist poisons.
Lvl.4 (SL 9°): whoever touches you suffers +2 Bleeding (resist IS 6). Twice per day, you can gather a Portion of your own venom over the course of 1 minute, but, if you do, you lose the contact effect for 1d6 hours. You gain a +3 bonus per spent SP, instead of +1, when enhancing checks to resist poisons.
Lvl.5 (SL 12°): whoever touches you suffers +3 Bleeding (resist IS 7). Twice per day, you can gather a Portion of your own venom over the course of 1 minute, but, if you do, you lose the contact effect for 1d6 hours. You gain a +3 bonus per spent SP, instead of +1, when enhancing checks to resist poisons.
Lvl.6 (SL 15°): whoever touches you suffers +1 Bleeding (resist IS 10). Three times per day, as an Action you can gather a Portion of your own venom, but, if you do, you lose the contact effect for 1d6 minutes or until you feed. You gain a +4 bonus per spent SP, instead of +1, when enhancing checks to resist poisons.
SPECIAL: if you possess the **Ravenous Maw** or **Multifunction Ducts** Traits, you can use your venom through them, too.

Vicious Claws

Some of us evolved sharper claws to pierce the hardest of shells and do not need any other weapon.

Lvl.1 (SL 1°): your Claws gain a -1 bonus to their Damage scale and +1 Piercing.
Lvl.2 (SL 3°): your Claws gain a -1 bonus to their Damage scale and +2 Piercing.
Lvl.3 (SL 6°): your Claws gain a -2 bonus to their Damage scale and +2 Piercing.
Lvl.4 (SL 9°): your Claws gain a -2 bonus to their Damage scale and +3 Piercing.
Lvl.5 (SL 12°): your Claws gain a -3 bonus to their Damage scale and +3 Piercing.
Lvl.6 (SL 15°): your Claws gain a -4 bonus to their Damage scale and +4 Piercing.

*Voracious Maw

No other Materian being can claim fangs as sharp and strong as our warriors'.

Lvl.1 (SL 1°): you become carnivore and develop a Bite Natural Weapon (2/6/12). You gain a +2 bonus per spent SP, instead of +1, when enhancing Brawling checks using it. If you spend a full Round during the process, you can swallow bodies up to 25x25x25cm in size.
Lvl.2 (SL 3°): you become carnivore and develop a Bite Natural Weapon (2/5/12). You gain a +2 bonus per spent SP, instead of +1, when enhancing Brawling checks using it. If you do not move during the process, you can swallow bodies up to 25x25x25cm in size.
Lvl.3 (SL 6°): you become carnivore and develop a Bite Natural Weapon (1/5/11). You gain a +2 bonus per spent SP, instead of +1, when enhancing Brawling checks using it. If you do not move during the process, you can swallow bodies up to 50x50x50cm in size.
Lvl.4 (SL 9°): you become carnivore and develop a Bite Natural Weapon (1/4/11). You gain a +3 bonus per spent SP, instead of +1, when enhancing Brawling checks using it. You can swallow bodies up to 50x50x50cm in size.

Lvl.5 (SL 12°): you become carnivore and develop a Bite Natural Weapon (1/3/11). You gain a +3 bonus, instead of +1, when enhancing Brawling checks using it. You can swallow bodies up to 100x100x100cm in size.

Lvl.6 (SL 15°): you become carnivore and develop a Bite Natural Weapon (0/3/10). You gain a +4 bonus, instead of +1, when enhancing Brawling checks using it. You can swallow bodies up to 150x150x150cm in size.

SPECIAL: if you possess the **Venomous** or **Corrosive Saliva** Traits, their effects are applied by your bites, too.

2.4 - PATHS

Life on Materia has but one goal; survival, although this does not mean that the Sentients teeming on its surface lack in personal goals and unique skills to achieve. Whether it is simply about living to see another dawn or something more complex and ambitious, the most intelligent creatures specialize over Paths that let them develop specific skill sets.

After choosing your Character Species, the last step to finalize their Character Sheet is choosing their Path.

Every Path is defined by its Path Level (PL), which regulates which tools are available to your Character (for additional information on PL progress, read paragraph 2.8 ***Advancing your Character*** in this Chapter).

UNDERSTANDING PATHS

-**Skills**: how many Skill Levels the Character can distribute during creation among the Skills you will find in the Path's List.
-**Traits**: how many and which Learned Traits the Character can choose from when taking their Path.
-**Equipment**: how many points the Character can spend to buy starting Resources, Artifacts and Food. Such points can be spent this way:
1 = 1x Common Artifact/Food/Resource
2 = 1x Uncommon Artifact/Food/Resource
4 = 1x Rare Artifact/Food/Resource
NOTE: *Unique equipment cannot be purchased during Character creation, but only found or crafted during game time.*
-**Special**: the unique feature granted by the Path. Note it down in the Details section of your Character sheet.
-**Skills List**: the Skills the Character has access to by taking a specific Path, to which you can assign the Character Skill Levels. The Level of these Skills increases along the Character's overall PL.
-**Learned Traits List**: the Traits the Character has access to by taking a specific Path. Their Level increases with the Character's overall PL.

A NOTE: *Options separated by / means you can select only one of the available choices*

Paths List

1. Artesan
2. Assassin
3. Bioshaman
4. Hunter
5. Explorer
6. Fanatic
7. Fighter
8. Healer
9. Oneirophant
10. Raider
11. Rhapsode
12. Sage
13. Survivor
14. Thief
15. Trader
16. Trainer
17. Warrior

ARTESAN

"The world we live in is pure chaos, but also full of resources for us to use.
Every element can be bent to our will, every formless substance given shape into a tool at our disposal."

Expert builders and inventors, our skill in crafting and shaping is unrivaled.

The fields in which we specialize are as varied as Materia itself, ranging from architecture to crafting weapons of war, tanning skins and working wood. Our existence is told by the quest for perfection, for our works to survive the relentless grind of time and be admired by our future descendants.

Some give in to the lure of writing projects of arcane engineering and, although persecuted, we all know no tradition can stop progress.

CORTECAL IS A SHRUB COVERED IN A THICK LAYER OF SPIKES WHO LOVES TO WORK METAL INTO WEAPONS AND TORTUER IMPLEMENTS FOR THE PROPHETS OF DISASTER. IT WORK DOWN IN THE DUNGEONS OF ONE OF THEIR SHRINES AND IT ALWAYS PREFERRED THE SMOKE OF THE FORGE TO SOCIAL INTERACTIONS

CREATION

- ***Skills:*** 6 Levels
- ***Traits***: 1 Learned Trait/+2 pieces of Equipment
- ***Equipment:*** 6 (of which at least 1 Resource) + Tools appropriate to a Crafting Skill in which you have invested at least 1 Level.
- ***Special:***
  - **Technical Expertise:** Checks for a Crafting Skill of your choice require only half the time. The time to perform such checks are halved again every 5PL.

Skills List:

- All Technology Skills
- Animal Empathy
- Cooking
- Figurative Arts
- Herbalism
- Investigation
- Writing

Learned Traits List:

- Experiential Wisdom
- Expert
- Improviser
- Inspiring
- Methodical
- Mind over Matter
- Perfect Technique
- Quick Hands
- Rapid Procedure
- Resolute
- Stalling
- Superior Crafting
- Used to Pain
- Vigilant

ASSASSIN

AKKIS GRIMGAZE IS AN ARTHROPOID WHO MADE MURDER HIS LIFE GOAL.

WHETHER IT IS WITH SHARP BLADES OR HIS OWN POISONOUS STINGER, HIS TARGETS HAVE NO CHANCE.

"Hiding in the shadows, we wait. We wait for your last moment to pass, we wait for the ground to be light, unexpected or foreseen upon you. You cannot expect your final moment, but it falls onto us to seal your fate."

Cold blooded killers, we are trained in taking lives quickly and leaving no trace, efficient and deadly practitioners of murder turned art form.

Some become assassins for vengeance, some for the wealth it brings, others choose their victims according to stone-cut precepts, while some only worry about remaining unseen as they kill for the right reward.

CREATION

- ***Skills:*** 4 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 4 (one of these must be a weapon Artifact)
- ***Special:***
  - **Deadly Strike:** when you hit a vital Location (Torso or Head), you add your PL to your Strength.

Skills List:

- Acrobatics
- Brawling
- Climbing
- Investigation
- Running
- Stealth
- Weapons (all)

Learned Traits List:

- Acrobatic Dodge
- Chosen Species
- Dirty Trick
- Fade Away
- Faint and Lunge
- Flurry
- Grappling Style
- Improved Aim
- Improviser
- Methodical
- Perfect Technique
- Precision Strike
- Quick Hands
- Resolute
- Stalling
- Surprise Attack
- Terrifying
- Vigilant
- Volley

BIOSHAMAN

"The mystery of things is not found through spasmodic thoughts or abstract formulas, but things themselves. It is only by assimilating their essence and merging our earthly forms we can commune with the spirits that inhabit our world and experience them with no use of intermediaries."

We try everything there is to experience over Materia directly on our bodies.

The spirits of the world are infused in every being, both "living" and not.
They give life and unique properties, so the only true way to know them is direct experience. We assimilate any substance, organic and not, until we can experience communion with the spirits, keepers of the true knowledge and capable of changing the course of history itself.

SAR'KOV IS A NECROCORDICEPS INSIDE A PRIMORDIAN BODY WITH A F ASCINATION FOR THE DIGESTIVE CAPABILITIES OF MAMMALS. IN THEIR INVESTIGATIONS OF SUCH WONDERFUL PHENOMENON, THEY LEARNED THAT THERE IS SO MUCH MORE TO FEEDING THAN JUST NOURISHMENT...

CREATION

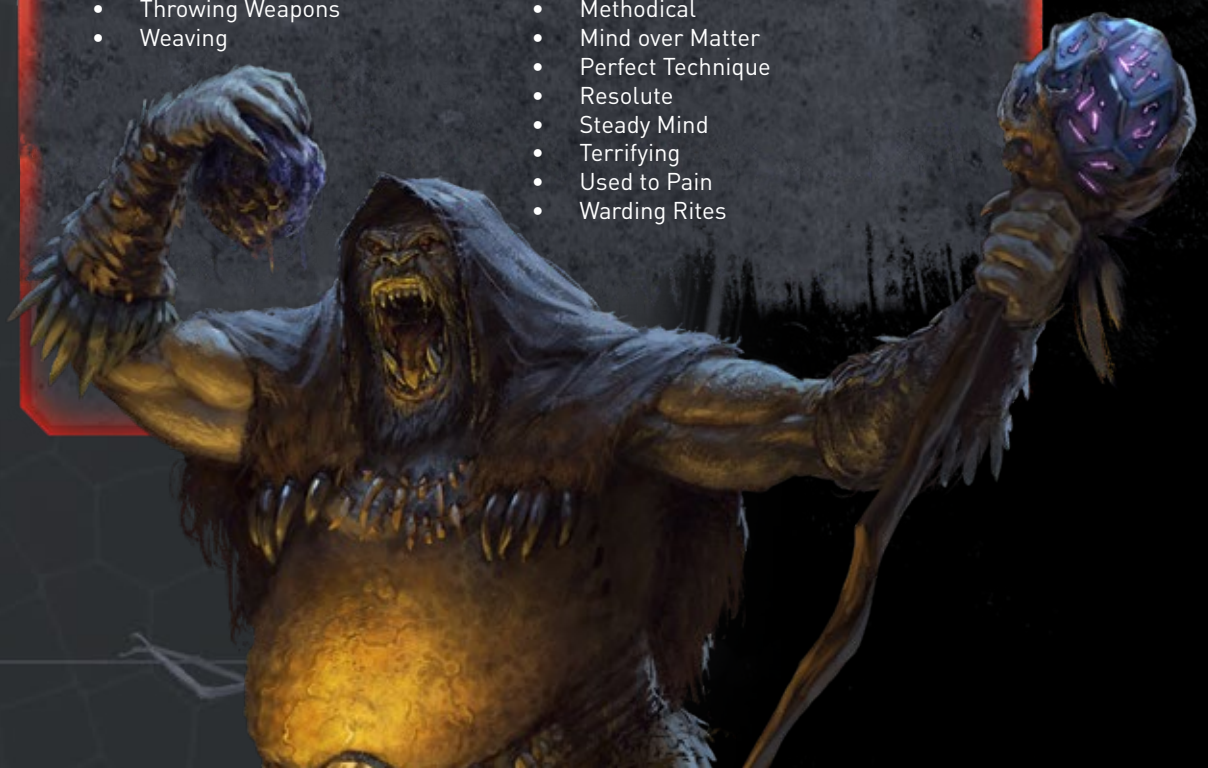
- ***Skills:*** 4 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 4+1 Uncommon Resource/ 2 Common Resources
- ***Special:***
  - **Food Mysticism**: you can take Mind checks to recall information (recent events, intrinsic properties, etc) about something by assimilating it (for example swallowing it). The DL depend on the information you wish to learn. When you assimilate any substance you receive a +1 bonus to resisting its negative effects, plus an additional +1 every 3 PL.

Skills List:

- Animal Empathy
- Art (all)
- Carpentry
- Cooking
- Herbalism
- Investigation
- Light Weapons
- Medicine
- Meditation
- Throwing Weapons
- Weaving

Learned Traits List:

- Charming
- Deep Trance
- Disruptive
- Experiential Wisdom
- Expert
- Improviser
- Indomitable
- Inspiring
- Interpreter of Dreams
- Methodical
- Mind over Matter
- Perfect Technique
- Resolute
- Steady Mind
- Terrifying
- Used to Pain
- Warding Rites



HUNTER

RAISAMA IS A CLONE WHO DEDICATED HIS LIFE TO HUNTING FOR SURVIVAL.

THEIR VILLAGE IS MOSTLY COMPOSED OF ELDERS, WHO ALL RELY ON HIS GOOD WILL TO SCRUNGE THE SUPPLIES NEEDED TO SEE THE NEXT DAWN

"Always ready, day and night, hearts and minds on the quarry. Materia is the cruel mistress that forces us to feed on our brethren and her children. Hunting is a curse... and we are its masters."

Finding the den of a small vertebrate, ambushing a large predator or setting traps, these are our specialties.

We risk our lives for the sake of our communities, in the utmost respect of our prey whose sacrifice buys us one more day.

However, some of us, corrupted by the dark lure of hunting and killing, have turned it into a solitary passion, a sadistic pastime and nothing more.

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 1 Learned Trait + Chosen Species (Learned Trait)
- ***Equipment:*** 5 (one must be a weapon Artifact)
- ***Special:***

- **Hunting Pack:** You gain a +1 bonus to Initiative and Perception checks, an additional +1 per 5PL and another +1 per additional Hunter Character you can see. In order to gain such benefit from other Hunters, they must all be aware of each other's presence.

Skills List:

- Animal Empathy
- Brawling
- Carpentry
- Climbing
- Cooking
- Herbalism
- Investigation
- Metallurgy
- Running
- Stealth
- Swimming
- Weapons (all)
- Weaving

Learned Traits List:

- Blitz
- Chosen Species
- Disruptive
- Expert
- Flanking
- Flurry
- Intercept
- Methodical
- Precision Strike
- Rapid Procedure
- Stalling
- Stalwart Defense
- Superior Crafting
- Surprise Attack
- Tactical Movement
- Terrifying
- Trip
- Vigilant
- Volley

EXPLORER

"Step by step, muscles aching on a long and dangerous road. Materia unfolds in front of us like a canvas we could paint a masterpiece on. Even if we were never to see it all, never to make it to our destination, it does not matter: only the journey does."

We are spurred on by the incessant desire to travel, we love to move to new places, the better the farther from the known path.

Each journey brings experiences and tales to share, our nomadic lives ever unfolding unique experiences. Tasting exotic flavors from far away lands, smelling fragrances that awaken past memories, witnessing untold wonders and the traditions of mythical peoples.

This is what we live for. There is no place we cannot reach: the world is our path and our feet our vessel to freedom.

GLEEFUL FRONDS IS A SHRUB WHO LEFT ITS TRIBE AND ITS CONSERVATIVE RULES TO EXPLORE THE WORLD.

ITS ENTHUSIAST AND ADVENTUROUS SPIRIT FINDS VISIBLE EXPRESSION WHEN ITS LEAVES TAKE THE VIBRANT HUES OF JOY

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 7 (1 must be an Artifact, 1 a Food and 1 a Resource)
- ***Special:***
  - **Traveler:** +1M to Running (+1M per 2 PL beyond 1°) and +5Kg Load per PL

Skills List:

- Athletics (all)
- Figurative Arts
- Light Weapons
- Oratory
- Ranged Weapons
- Survival (all)
- Throwing Weapons
- Weaving
- Writing

Learned Traits List:

- Disruptive
- Experiential Wisdom
- Expert
- Fade Away
- Flanking
- Improviser
- Intercept
- Interpreter of Dreams
- Methodical
- Push Back
- Quick Hands
- Resolute
- Stalling
- Steady Mind
- Tactical Movement
- Used to Pain
- Vigilant

FANATIC

TITANIA IS A CLONE BELONGING TO ADRAX'S FOLLOWERS WHO DEDICATED HER ENTIRE LIFE TO COMBAT.

SHE DOES NOT HESITATE TO LET FUNGI AND OTHER SPECIES INFECT HER OR TAKE ANY NECESSARY SUBSTANCE TO PREVAIL WHOEVER DARES DOUBT HER SUPERIOR FORM

"...let me tell you! This is the only truth! Would you believe that steaming pile of...? No, our ideas aren't equally worth! I saw the primeval font of reality and these eyes are never wrong. Can you claim the same?"

We have an ideal, one so important that not devoting our entire lives to its pursuit is simply inconceivable.
In a world as terrible as Materia, finding a purpose to one's life in something as static and unchanging as religion may seem foolish and yet we find comfort and safety in that and woe to any who dare defy our conviction.

We are ascetics as well as zealots who devote their lives to defend their temples, chieftains and dauntless worshipers of icons. We are not dangerous individuals, but never question our creed or, at best, you will lose our trust. I will let you figure out what you would lose at worst.

CREATION

- ***Skills:*** 3 Levels
- ***Traits:*** 1 Learned Trait + Steady Mind (Learned Trait)
- ***Equipment:*** 4
- ***Special:***

- **Fixation:** permanent +1 Mental Disorder that cannot be removed; during each Round in which you met the conditions of your Mental Disorder, you gain a +1 bonus to all Actions, plus an additional +1 per 2 PL after 1°.

Or

- **Follower of Adrax:** +1 Mental Disorder (becoming the strongest, no matter the cost, besting whoever shows strength and never knowing defeat). You gain a +2 bonus to Strength in every Round in which you meet your Mental Disorder conditions (plus an additional +2 per 2 PL above 1°). You gain an additional Equipment point during Character creation.

Or

- **Prophet of Disaster:** +1 Mental Disorder (self flagellation and the persecution of those who use advanced technologies; cannot be removed). During each Round in which you met the your Mental Disorder conditions, you can lower a Stressed / Weakened / Fatigued condition by 1 (+1 per every 2 PL after 1°). Every time you roll 4 or less on the Dreams table, you gain a +1 bonus to resist checks for the following 24 hours.

Skills List:

- Brawling
- Esoterica
- Oratory
- Weapons (all)
- Choose any one Skill during Character creation that must have at least 1 Level.

Learned Traits List:

- Blitz
- Charming
- Disruptive
- Expert
- Indomitable
- Inspiring
- Interpreter of Dreams
- Methodical
- Mighty Strike
- Mind over Matter
- Resolute
- Sweeping Strikes
- Terrifying
- Used to Pain
- Vigilant
- Warding Rites

FIGHTER

"You think a sharp stone on a stick scares me?
I can knock you out before you can even draw your weapon!
Face me using what Materia gave you, let's see what is your worth"

Hand to hand combat is our path, honing our bodies and learning ever deadlier techniques.

Some learn along the way, brawl after brawl, others learn ancient wisdom from as many masters as there are people on Materia. Wherever we may come from or whatever we may have learned, we fight without weapons, what our bodies and souls give us is our only resource.

SCYLLAH IS A SQUAMATA WHO CHALLENGES WHOEVER HAS THE GUTS TO FIGHT HIM, USING FOOD AS STAKES.

HIS TECHNIQUES INCLUDE MANY SKILLFUL GRAPPLES AND ARTICULAR MANIPULATIONS THAT HE USES TO BREAK FREE FROM THE GRASP OF MUCH LARGER AND MORE DANGEROUS ENEMIES. A TESTAMENT TO HIS SKILL IN USING HIS TAIL IN CLOSE COMBAT

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 2 Learned Traits
- ***Equipment:*** 5
- ***Special:***
  - **Martial Form**: while unarmed, you gain a +1 bonus to Brawling checks (an additional +1 per 2 PL beyond 1°) and can take an Attack Action every Round with your Natural Weapons as a Reaction even if you did not Wait during your Turn.

Skills List:

- Acrobatics
- Brawling
- Climbing
- Light Weapons
- Running
- Swimming
- Any one Technology Skill

Learned Traits List:

- Acrobatic Dodge
- Blitz
- Dirty Trick
- Disarming Strike
- Disruptive
- Faint and Lunge
- Flanking
- Flurry
- Grappling Style
- Improviser
- Intercept
- Mighty Strike
- Parry and Reposte
- Precision Strike
- Push Back
- Resolute
- Stalling
- Stalwart Defense
- Surprise Attack
- Tactical Movement
- Terrifying
- Trip
- Used to Pain

HEALER

APOTHEK IS A MECHA-SUIT INTEGRATED WITH MEDICAL TOOLS AND FITTED WITH ADVANCED SURGICAL PROTOCOLS.

VILLAGES BOTH NEAR AND FAR BRING IT METAL SCRAP IN EXCHANGE FOR ITS VITAL HELP

"Hush, now. Let Tantar's vapor fill your body and mind. Keep the wound clean for the coming nights and do not eat meat until the next equinox. Now, I'll remove that ugly abscess on your carapace..."

We can defeat infections and diseases, mend any kind of wounds.

Some of us offer their services out of compassion, while the most entrepreneurial of us ask compensation, protection or favors.

Every culture has its own superstition-laden medical tradition and lore so it is not rare for any treatment to be at the same time a life saving procedure and a death sentence, depending where it is performed...

CREATION

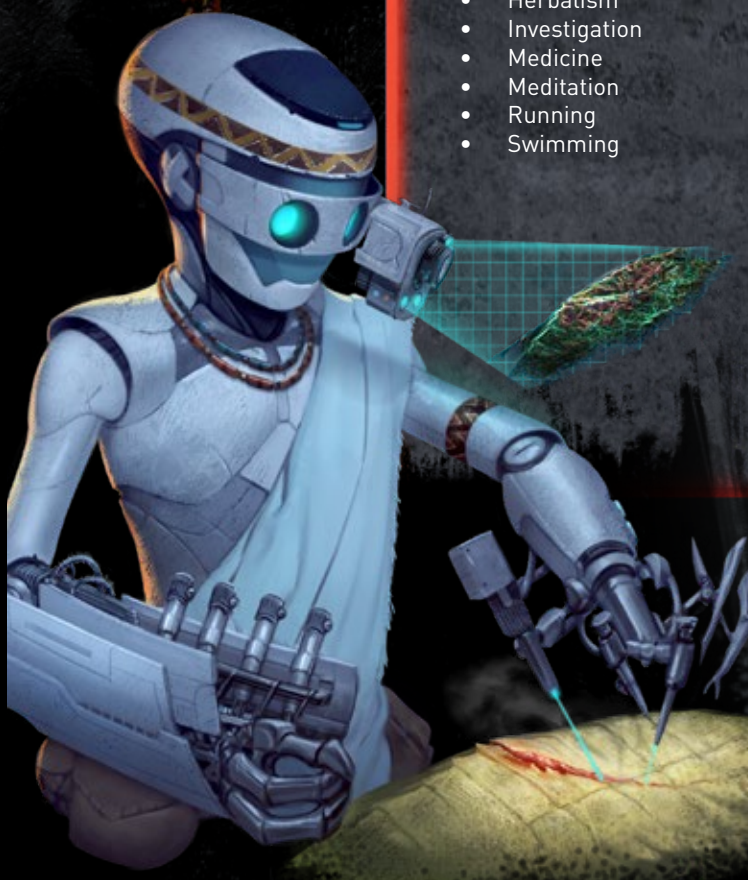
- ***Skills:*** 4 Levels
- ***Traits:*** 1 Learned Trait / +2 Skill Levels,
- ***Equipment:*** 7 (of these, at least 3 must be Resources)
- ***Special:***
- **Tribal Remedies:** the time to perform Healing checks is halved. It is halved again every 5 PL

Skills List:

- Animal Empathy
- Cooking
- Esoterica
- Figurative Arts
- Herbalism
- Investigation
- Medicine
- Meditation
- Running
- Swimming

Learned Traits List:

- Chosen Species
- Deep Trance
- Experiential Wisdom
- Expert
- Fade Away
- Improviser
- Intercept
- Methodical
- Perfect Technique
- Push Back
- Rapid Procedure
- Resolute
- Stalling
- Stalwart Defense
- Steady Mind
- Tactical Movement
- Vigilant
- Warding Rites



ONEIROPHANT

"I saw worlds you cannot even imagine. Eons ruled by flying machines, worlds of dames and riders in suits of shining armor. I heard melodies of past ages and alien peoples from beyond the stars. None of them was any less real than this 'reality' that surrounds us, tangible to our senses only up to the next wake..."

A sect, they call us, visionaries, harmlessly incomprehensible, while others claim we hold great wisdom and premonitions.

We spend our lives after lucid dreams, a vessel to interact with the dreaming worlds we visit every night. The legends claiming that reality is nothing but the dream of another living being are more than simple hypotheses, but an irrefutable truth, one that will be evident when our limited souls will find a way to peer beyond the veil. The thin walls between reality and fiction are not a limit, once you know how to lift them. It is easy to see us lost in our thoughts or staring into the void and other worlds far, far away from ours.

The dream, however, is truth, not delirium. It hides codes and mysteries to decipher the most cryptic messages out of our short and unfortunate lives.

PKD68 IS AN INQUISITIVE MECHA-SUIT GIFTED WITH A UNIQUE SELF-DIAGNOSTIC SKILL: THEY ARE CAPABLE OF LOGGING AND ANALYZING INPUTS RECEIVED WHILE DREAMING TO TURN THEM INTO IMAGES AND DATA ON WHICH ELABORATE OMENS AND VISIONS OF ALL KINDS

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 5, one must be a Resource
- ***Special:***

• **Lucid Dream**: you gain a +1 bonus to Dream table rolls and an additional +1 every 2 PL beyond 1°. Before rolling on the Dream table, you can choose to gain a bonus to the roll equal to up to your PL, at the cost of twice as many NS.

Skills List:

- Animal Empathy
- Herbalism
- Investigation
- Medicine
- Meditation
- Swimming
- All the Arts Skills

Learned Traits List:

- Charming
- Deep Trance
- Experiential Wisdom
- Expert
- Improviser
- Indomitable
- Inspiring
- Interpreter of Dreams
- Methodical
- Mind over Matter
- Perfect Technique
- Stalling
- Steady Mind
- Used to Pain
- Vigilant
- Warding Rites

RAIDER

BLESTUS IS A YOUNG SQUAMATA WHO LOVES EXPLORING THE SITES OF ANCIENT HUMAN INSTALLATIONS.

IN SPITE OF HIS YOUNG AGE, HE SHOWS AN INNATE AFFINITY FOR ENGINEERING AND AN OBSESSION IN RESTORING ANCIENT MECHANICAL ARTIFACTS TO FUNCTION, OF WHICH HE OWNS A VAST COLLECTION

"Hand me that seashell. Yes, the one near the quarterstaff. Can cook mud snails in it. Ah! Take those screws, too, make for good spear tips. Look at those egg shells! There's, what, half a dozen maybe more... And don't forget the wood winch in that inlet!"

We are Materia's premiere survival experts; where others simply find resources to survive, we elevated that to an art form.

A Raider can make do in any situation and never wastes any opportunity: Materia is sprinkled with leftover scraps from previous civilizations and letting them rot across an uncaring land would be stupid, right?

Some of us grew up obsessed with this incessant quest for scrap, true wandering hoarders, decked in any trinket they find because the truth is that there is no such thing as 'useless junk'. If somebody made it, they did it for a reason and we are here to find out.

CREATION

- ***Skills:*** 6 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 8 (one must be a Resource and one an Artifact)
- ***Special:***
- **Recycle:** when you find an Artifact you do not know, you understand its workings if you spend at least 8 hours observing it (twice as much time if it is Rare, four times if Unique). Every 2 PL beyond 1° reduces that time by 1 hour.

Skills List:

- Brawling
- Climbing
- Running
- Swimming
- Any Skill of your choice from the Weapons, Arts and Technology categories each, to which you must assign at least 1 Level during Character creation
- All Survival Skills

Learned Traits List:

- Dirty Trick
- Experiential Wisdom
- Expert
- Fade Away
- Flanking
- Grappling Style
- Improviser
- Methodical
- Perfect Technique
- Push Back
- Quick Hands
- Rapid Procedure
- Resolute
- Stalling
- Superior Crafting
- Surprise Attack
- Tactical Movement
- Trip
- Used to Pain
- Vigilant

RHAPSODE

"Voice of an ancient past
Hidden stories into life we cast
Lend me your ear, to my fading song
I'll tell you of lovers and the warrior throng
When tonight the sun faints
Our song, instead, won't fade."

We are artists, singers, actors, painters and dancers, but our craft is more than just loving beauty. It is culture, knowledge committed to the collective memory.

Our stories tell of our peoples, of ancient legends and forbidden lore.

Crowds gather to hear and learn from our tales! What would be of Materian traditions without us? Writing is but lies and false promises, art is the only worth vessel for our legacy.
Many of us wander on their own, others gather in troupes. Some even claim we are gathered in a secret society that aims to control the flow of information to manipulate people to their own secret goals. Of course, this is but rumors...

LEYLAANI IS A SQUAMATA WHO PLAYS MUSIC AT THE COURT OF A POWERFUL PRIMORDIAN CHIEFTAIN. AT NIGHT, SHE ENTERTAINS PRIMITIVE MAMMALS WITH HER DREAMING MELODIES BUT IN SECRET SHE IS A SPY FOR THE HARMONIC QUANTUM CULT, GATHERING INFORMATION AND MANIPULATING PEOPLE FOR HER OWN GOALS

Creation

-Skills: 7 Levels
-Traits: Charming (Learned Trait) / Expert (Learned Trait; choose an Arts Skill)
-Equipment: 5 (one of them must be a musical instrument or other artistic implement)
- Special:

- **Reputation:** you can choose to be automatically well accepted in a new place or by people you never met before. You can do so once, +1 every 2 PL beyond 1°.

Skills List:

- Acrobatics
- Climbing
- Meditation
- Running
- Swimming
- All the Arts and Survival Skills

Learned Traits List:

- Acrobatic Dodge
- Charming
- Dirty Trick
- Disarming Strike
- Disruptive
- Experiential Wisdom
- Expert
- Fade Away
- Flanking
- Improviser
- Inspiring
- Interpreter of Dreams
- Methodical
- Perfect Technique
- Quick Hands
- Rapid Procedure
- Stalling
- Surprise Attack
- Tactical Movement
- Terrifying
- Vigilant

SAGE

METACTASIO IS A NECROCORDICEPS INHABITING THE BODY OF A QUADRIPOID BANISHED FROM THEIR VILLAGE FOR VIOLENT BEHAVIORS. WHEN THE VIRUS TOOK OVER THEIR BODY, THEIR SHIFT IN PERSONALITY ALLOWED THEM TO BE WELCOMED BACK IN WITH A POSITION OF PRESTIGE. A POSITION THE NECROCORDICEPS IS USING TO SECRETLY SPREAD THEIR INFECTION

"The path of the Kyrbians is a parable of life: they are born small and formless to become larger and more complex, but the greatness of their physical form is matched by that of the spirit. It is obtained through experience and meditation and from the Kyrbians we can learn not to stray too far on our path to it."

We are philosophers, orators, ascetics and advisors, all after the meaning of things.

We are guided by experience, but unlike Bioshamans it is our minds that dominate matter, not the opposite, our tool to test and improve any form of previous knowledge.

All manners of creatures turn to us for advice: our knowledge is vast and bound only by our own moral compass.

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 5
- ***Special:***
- **Words of Experience:** when you take an Interaction check, you can choose to be Focused if you spend twice as much time doing it. If it fails by 5 or more points (+1 every 2 PL beyond 1°), its targets are automatically Hostile to you and the DL of any following check suffers a penalty which equals the difference.

Skills List:

- Animal Empathy
- Cooking
- Herbalism
- Meditation
- All Arts Skills

Learned Traits List:

- Charming
- Deep Trance
- Experiential Wisdom
- Expert
- Indomitable
- Inspiring
- Interpreter of Dreams
- Methodical
- Mind over Matter
- Perfect Technique
- Resolute
- Stalling
- Steady Mind
- Terrifying
- Used to Pain
- Vigilant

SURVIVOR

"Never giving up, here is the secret! This world will always put you to the test with extreme dangers, but you must press on. Find shelter, find food and learn, anything is useful. Remember: your life is the only thing that truly matters."

We never chose a specific path; specializing too much brings only death.

Living on Materia requires to be always flexible and survival needs one thing above all others; adaptability. Learn to cook the wildest foods, craft your own tools, learn how to fight and know how your own body works.

We like to live alone, given our quest for self reliance, and for the sake of survival we are willing to do anything.

DAEVASH THE WANDERER IS AN ARTHROPOID WHO, AFTER LEAVING THEIR COLONY, WAS FORCED TO LEARN HOW TO SURVIVE ON HIS OWN.

DAY AFTER DAY, HE LEARNED THE MANY TECHNIQUES TO FEND OFF PREDATORS AND DO THE NECESSARY TO TARRY ON HIS NOW SOLITARY ROAD

CREATION

- ***Skills:*** 4 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 4
- ***Special:***
  - **Multy-Faceted:** you begin play with an additional 2 hours per PL to assign to the Training hours for any number of Skills.

Skills List:

- You can choose from all Skills

Learned Traits List:

- You can choose from all Learned Traits.

THIEF

THE CRIMSON SPIDER IS THE NAME OF A BURGLAR MECHA-SUIT FAMOUS FOR ROBBING VILLAGE AFTER VILLAGE IN A SYSTEM ERROR-INDUCED FIT OF KLEPTOMANIA.

IT MOVES AT NIGHT, TO STEAL AS MANY PRECIOUS ITEMS AS POSSIBLE, HOARDING THEM FOR UNKNOWN GOALS'

"Life is survival at any cost and I'd rather somebody else paid for it."

We hide in dark corners and feed off of the hard work of others.

We sneak unseen to pick pockets, some for need, some for sport or other less respectable reasons.

Some even practice this frowned upon but harmless art for noble reasons, such as feeding the poor or providing for a parent or dear friend.

We bring balance to the gravely unbalanced wealth of this world, of which we are the first victims.

Creation

- ***Skills:*** 6 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 6
- ***Special:***
  - **Superior Dexterity:** all Stealth checks are Focused if you spend twice as much time to perform them, if your Initiative is superior to your target's or if performed during a Surprise Round. Your Speed when rolling Stealth increases by 1m/3PL.

Skills List:

- Acrobatics
- Brawling
- Climbing
- Investigation
- Light Weapons
- Running
- Stealth
- Throwing Weapons
- Any Skill chosen during Character creation and you must assign at least 1 Level to this Skill.

Learned Traits List:

- Acrobatic Dodge
- Charming
- Dirty Trick
- Disarming Strike
- Disruptive
- Experiential Wisdom
- Expert
- Fade Away
- Flanking
- Improved Aim
- Improviser
- Intercept
- Methodical
- Perfect Technique
- Quick Hands
- Rapid Procedure
- Stalling
- Surprise Attack
- Tactical Movement
- Trip
- Vigilant

TRADER

"Hook Predators take me if this meat isn't fresh! My folks killed it right this morning to the east of the poison geyser in Worms Valley, I tell you! How dare you think I'm deceiving you?! If you buy more than two portions, I'll add this ceramic anthropomorphic idol for you..."

We are the beating heart of civilization, or whatever goes under that name on Materia.

Progress needs specialists, so some must humbly do the hard work and gather raw resources while others move them, trade them and generate profit. Rebuilding civilization is not easy and I see nothing wrong with growing rich in the process. After all, this is what we do: haggling and providing what people need... for a small markup, of course. Some are in the business out of passion, while others most definitely not.

Trade, however, is one of the prime vessels for the spreading of cultural elements and lore: without us, life is doomed to stagnation and regression into primitive tribalism. Every self respecting group should have their own trusted trader!

EN SARAB IS AN ARTHROPOID TRADER WHO MADE A FORTUNE IN THE FOURTH LEVEL OF THE CITY OF STRATA.

TODAY, HE OVERSEES A TRADE EMPIRE HE BUILT ALL BY HIMSELF BY SELLING PRODUCTS MADE WITH HIS OWN SILK AND CARAPACE

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 10
- ***Special:***
  - **Haggling:** when you trade and choose to take a Persuasion check, you always earn 1 additional Common Artifact, Resource or Food on a success (+1 per 5 PL).

Skills List:

- All Arts, Technology and Survival Skills

Learned Traits List:

- Charming
- Disruptive
- Experiential Wisdom
- Expert
- Fade Away
- Improviser
- Methodical
- Perfect Technique
- Quick Hands
- Rapid Procedure
- Resolute
- Stalling
- Steady Mind
- Vigilant

TRAINER

SHURRE IS A CLONE WHO RAISED TEMPORAL LOCUSTS SINCE LEAVING THEIR BIO-CAPSULE.

TODAY, THEY LIVE WITH AN ENTIRE FLIGHT AND, ALTHOUGH DEVELOPING FEMININE TRAITS, ONLY IDENTIFY AS "THE MOTHER OF LOCUSTS

"Materian creatures are civilization's greatest assets. The only hope for survival is collaborating even with the least intelligent among them."

What a Trainer loves the most is to interact with Materia's many species.

We spend our lives raising and studying the most docile, easily communicate with them and rely on their help for everyday tasks.

Whether it is hunting, personal protection, show or food, we are social beings... although quite a few of us at times prefer the company of wildlife to that of so called civilized creatures.

CREATION

- ***Skills:*** 4 Levels
- ***Traits:*** 1 Learned Trait
- ***Equipment:*** 6 (at least 2 must be Food)
- ***Special:***

• **Loyal Companion**: you start the game with a perfectly trained creature that obeys your commands. In order to give your Companion an order, you spend 1 Action and the creature must be able to hear you. You can choose the creature from the non sentient beings in the Text of Creatures, according to the Character's PL:
PL 1-5: Stone Beast, Strider, Kyros, Temporal Locust
PL 6-10: Hyena Mantis, Preying Bud, Scathopter, Feathered Lizard
PL 11-15: Oneirophage Manta, Venoraptor
Once per Round, as an Action or Reaction (must include an order that can be issued and received) you can grant a +1/3PL bonus to any of your Companion checks.
Every time you can increase one of your Skills (whether through Training or PL increase) you can instead choose to grant a permanent and equivalent bonus to any Skill or to the AV for any Action type of your Companion.
If you lose your Companion, you suffer a -1 Morale/PL penalty, but can train a new one by following the instructions described in its specific Text of Creatures entry.

Skills List:

- Animal Empathy
- Brawling
- Carpentry
- Climbing
- Herbalism
- Investigation
- Light Weapons
- Medium Weapons
- Ranged Weapons
- Swimming
- Throwing Weapons
- Weaving

Learned Traits List:

- Charming
- Chosen Species
- Distracting
- Experiential Wisdom
- Expert
- Fearsome
- Flanking
- Improviser
- Inspiring
- Methodical
- Perfect Technique
- Rapid Procedure
- Stalling
- Tactical Movement
- Terrifying
- Vigilant

WARRIOR

"Hear the call of battle! Rejoice from the look of fear in the eyes of your enemies, shout your heart out when the order to charge is given! Ready your weapons, for today I will show you how a true spearborn of the Endless Army dies and pray that many more fall on your weapons..."

We are the martial pinnacle of our species.

Trained since birth, we spend our days improving body, heart and mind to become the ultimate death dealers.
Some follow the honorable traditions of their tribes, while others prefer selling their services as soldiers of fortune, but whether we fight to protect our village or to conquer new lands, our goal is battle itself and a glorious death.

KRIXXAT IS AN ARTHROPOID TASKED WITH THE HIGHLY PRESTIGIOUS DUTY OF TRAINING THE ENDLESS ARMY NEW SOLDIERS FROM HIS COLONY.

HIS AERIAL CHARGES ARE AS DEADLY AS THEY ARE PRECISE AND HIS MARTIAL PROWESS UNERRING, ESPECIALLY WHEN WIELDING SPEAR AND SHIELD

CREATION

- ***Skills:*** 5 Levels
- ***Traits:*** 2 Learned Traits
- ***Equipment:*** 5, including at least a weapon and amour Artifacts
- ***Special:***
  - **Favored Weapons:** you choose a specific weapon and gain a +1M bonus when using it. You can choose an additional weapon per 2 PL after 1°.

Skills List:

- Brawling
- Carpentry
- Climbing
- Metallurgy
- Running
- Sculpture
- Weapons (all)

Learned Traits List:

- Acrobatic Dodge
- Blitz
- Disarming Strike
- Faint and Lunge
- Flanking
- Flurry
- Grappling Style
- Improved Aim
- Indomitable
- Intercept
- Mighty Strike
- Parry and Reposte
- Perfect Technique
- Precision Strike
- Push Back
- Resolute
- Stalling
- Stalwart Defense
- Surprise Attack
- Sweeping Strikes
- Tactical Movement
- Terrifying
- Trip
- Used to Pain
- Vigilant
- Volley

CHARACTER CREATION

During Character Creation, you can assign to your Character's Skills as many Levels as per their Path. These Skills must be on your Character's Path-specific list.

MULTIPLE PATHS

It may happen that a Character wishes to drastically expand their toolkit beyond their initial choice. The more they know, right?

A Character can take a new Path if they have least 1 Level in every Skill on its Skills List.

Once they meet this requirement, they have access to the Skills and Learned Traits List of their new Path, in addition to their old ones. A Character, however, does not benefit from the Special section of any new Path.

2.5 - SKILLS

Over the course of their lives, Materians develop a variety of skills, like hunting, building, gathering and cooking food and some even master different arts.

Skill Level increases alongside a Character's PL or through Training (see paragraph 2.8 Advancing a Character) and is associated with a progressing Mastery score.

UNDERSTANDING SKILLS

Level:
When making a Skill check, add its Level to the relevant Characteristic.
A Skill maximum Level depends on the Character's PL:
PL 1°-5° = Skill Level capped at 5
PL 6° - 15° = Character's current PL

Mastery (M):
Every 5 Levels in a Skill, your Character gains 1 Mastery point (1M) to perform tasks related to that Skill faster and more efficiently.
For further information, read ***Chapter 3:Rules, Combat section.***

Type:
Which Actions types the Skill applies to.
For further details, read ***Chapter 3:Rules, Combat section.***

A = Attack
D = Defense
F = Physical
P = Perception
S = Specialist
I = Interaction

Categories:
Skills are split into Categories that cover their generic field of usage, for consultation ease: Weapons / Athletics / Art / Technology / Survival.

WEAPONS

This Category includes all weapon-related Skills.

Light Weapons: this Skill enables the use of smaller size melee weapons.
A: used to take Attack: Melee Actions with Light Weapons.
D: used to take Defense: Parry with Light Weapons.

Medium Weapons: this Skill enables the use of medium size melee weapons.
A: used to take Attack: Melee Actions with Medium Weapons.
D: used to take Defense: Parry with Medium Weapons.

Heavy Weapons: this Skill enables the use of large size and heavy melee weapons.
A: used to take Attack: Melee Actions with Heavy Weapons.
D: used to take Defense: Parry with Heavy Weapons.

Throwing Weapons: this Skill enables the use of throwing weapons.
A: used to take Attack: Ranged Actions with Throwing Weapons.
P: used to take Perception: Observation Actions.

Firearms: this Skill enables the use of the incredibly rare guns that can still be found on Materia.
A: used to take Attack: Ranged Actions with Firearms.
P: used to take Perception: Observation Actions.

Ranged Weapons: this Skill enables the use of ranged weapons that fire projectiles by mechanical force.
A: used to take Attack: Ranged Actions with Ranged Weapons.
P: used to take Perception: Observation Actions.

ATHLETICS

This Category includes all the Skills expressing a Character's physical prowess.

Acrobatics: this Skill expresses the ability to jump, somersault and to perform other aerial evolutions.
D: used to take Defense: Dodge Reactions.
Ph: used to take Physical: Jumping Actions.

Running: this Skill expresses the Character's prowess in running and improves their overall speed.
D: used to take Defense: Dodge Reactions.
Ph: it is used to take Physical: Movement Actions and allows the Character to move for an additional 1 meter per Skill Level on the ground.

"THE SURVIVAL OF HUMANKIND MUST BE THE PRIME DIRECTIVE IN THE EVENIENCE OF A CATASTROPHE. CLONED SPECIMENS ARE REQUIRED TO BE CAPABLE OF REACTIVATING KEY STRUCTURES AND RECONNECTING TO THE UBERNET FOR FURTHER PROTOCOL PACKAGE DOWNLOADS DIRECTLY TO THEIR PREFRONTAL CORTEX..."

TRANSCRIPTS FROM A TEXT DATING BACK TO THE ANCIENT EMPIRE

Meditation: this Skill expresses the Character's ability to reach a deep state of focus and relaxation.
P: used to take Perception: Listening Actions.
S: used to take Specialist: Meditation Actions.

Swimming: this Skill expresses the Character's Movement and how well they fare in water and similar environments.
P: used to take Perception Actions underwater.
Ph: used tp tale Physical: Swimming and Physical: Lifting/Pushing Actions; the Character can move for 1 additional meter per Skill Level in water.

Brawling: this Skill expresses the Character's effectiveness in hand to hand combat.
A: used to take Attack: Melee and Physical: Grappling Actions using the Character's Natural Weapons.
D: used to take Defense: Dodge or Defense: Parry Reactions in unarmed combat.

Climbing: this Skill expresses the Character's ability to climb.
P: used to take Perception Actions in mountainous environments.
Ph: used to take Physical: Climbing and Physical: Lifting/Pushing Actions; the Character can move for 1 additional meter per Skill Level while climbing.

SURVIVAL

This Category includes all Skills covering the various aspects of survival in harsh environments.

Animals: this Skill expresses the ability to train and interact with animals.
I: used to take Interaction Actions targeting non sentient life forms.
P: used to take Perception Actions with animals.

Cooking: this Skill expresses the ability to cook food using different techniques.
P: used to take Perception: Smelling Actions.
S: used to take Specialist: Cooking Actions.

Herbalism: this Skill expresses the ability to recognise, forage for and use of herbs to brew or extract oils from.
S: used to take Specialist: Crafting Actions to prepare brews, potions and oils.
P: used to take Perception Actions towards plant life forms.

Stealth: this Skill expresses the ability to move silently and perform tasks unnoticed.
Ph: used to take Physical: Movement Actions when Sneaking; the Character can move while taking Stealth Actions for 1 additional meter per Skill Level.
S: used to take Specialist: Sneaking Actions.

Investigation: this Skill expresses the ability to search for clues and track.
M: used to take Physical: Movement Actions; the Character can move for 1 additional meter per Skill Level.
P: used to take Perception Actions.

Medicine: this Skill expresses the ability to treat wounds and diseases.
P: used to take Perception: Observation Actions to assess the conditions of a living being.
S: used to take Specialist: Healing Actions.

TECHNOLOGY

This Category includes all Skills that need specialized tools when used.

Electronics: this Skill expresses the ability to use and configure electronic devices.
S: used to take Specialist: Crafting Actions to program electronic devices.
P: used to take Perception Actions concerning electronic devices.

Carpentry: this Skill expresses the ability to work wood into various items.
S: used to take Specialist: Crafting Actions to craft wooden items.
P: used to take Perception Actions on wooden items.

Engineering: this Skill expresses the ability to design and build technological or mechanical items.
S: used to take Specialist: Crafting Actions to craft technological or mechanical items.
P: used to take Perception Actions concerning technological or mechanical items.

Metallurgy: this Skill expresses the ability to work metals into various items.
S: used to take Specialist: Crafting Actions to craft metal items.
P: used to take Perception Actions concerning metal items.

Weaving: this Skill expresses the ability to work fabrics into various items.
S: used to take Specialist: Crafting Actions to tailor clothing and fabrics.
P: used to take Perception Actions concerning clothing and fabrics.

Sculpture: this Skill expresses the ability to work stone into various items.
S: used to take Specialist: Crafting Actions to craft stone items.
P: used to take Perception Actions concerning stone items.

ARTS

This Category includes all Skills related to performing live and crafting works of art.

Figurative Arts: this Skill expresses the ability to paint, sketch and decorate.
P. used to take Perception: Observation Actions.
I: used to take Interaction Actions via a piece of figurative art.

Dancing: this Skill expresses the Character's mastery in captivating an audience by dancing.
Ph: used to take Physical: Jumping Actions.
I: used to take Interaction Actions while dancing.

Music: this Skill expresses the ability to both play musical instruments and sing.
I: used to take Interaction Actions while playing an instrument or singing.
P: can be used to take Perception: Listening Actions.

Oratory: this Skill expresses the ability to keep the attention of an audience and to tell stories.
I: used to take Interaction Actions to entertain an audience.
P: can be used to take Perception: Listening Actions.

Writing: this Skill expresses the ability to write and decipher any kind of writing.
I: used to take Interaction Actions via written texts.
P: can be used to take Perception: Observation Actions.

Esoterica: this Skill expresses the ability to perform esoteric rituals or spiritual practices and a wealth of alchemical lore.
I: used to take Interaction Actions via magical or religious rituals.
S: it can be used to take Specialist: Meditation and Crafting Actions related to alchemical items.

KNOWLEDGE

Levels in all the Skills above provide all the necessary knowledge to use them.

A Character with Levels in Light Weapons can tell knives apart in addition to knowing how to use them; one with Levels in Carpentry or Herbalism knows which types of wood they can obtain from which plants.
The higher the Level in a Skill, the more the Character knows about the specific topic, as per the following reference diagram.

ADVICE:

Every Skill can be used to take at least two different check types.

However, the Narrator is free to apply their bonus to any check that is not within their range of applications, if reasonable. After all, creatively using the tools at one's disposal is still a form of victory! The Narrator should reward this kind of lateral thinking, although they still always have the last word, maybe even awarding additional AP or EP.

Just remember to ask yourself "would such knowledge help with this task?".

If you need, as the Narrator, to gauge how much a Character would know about a specific topic, use their relative Skill Levels as a reference.

-Skill Level 1-3: superficial knowledge and limited field experience.

-Skill Level 4-7: advanced knowledge and adequate field experience. The Character is able to recognise and handle cases that require formal training.

-Skill Level 8-11: specific knowledge and wide field experience. The Character is able to recognise and handle rare or even forgotten cases.

-Skill Level 12-15: unique and breakthrough level knowledge. The Character is able to recognise and handle anything in that field and may even have invented something themselves.

TRAINING

Skills improve with study and practice. For additional information on how to improve your Character's Skills, read paragraph **2.8 Progressing a Character**.

2.6 - LEARNED TRAITS

Learned Traits embody specific maneuvers or abilities a Character learns over the course of their life as they gain Path Levels.

The effects granted by Learned Traits increase every 3 PL (for additional information, read paragraph **2.8 Advancing your Character**). During creation, your Character can take only Traits from their Path's Learned Traits Lists.

Traits marked with an asterisk are subject to the special rules you can find in their detailed description

1. **Acrobatic Dodge**: you can move after dodging an Attack.
2. **Blitz**: you can move, attack and gain a Strength bonus in exchange for Reactions.
3. ***Charming**: you can become Focused on Persuasion checks.
4. ***Chosen Species**: you gain a bonus to checks towards specific creatures.
5. **Dirty Trick**: you can inflict the Pain or Bleeding conditions to the targets of your Attacks.
6. **Disarming Strike**: you can attempt to disarm your opponent with an Attack.
7. **Disruptive**: you can inflict the Distracted condition to your opponents.
8. **Experiential Wisdom**: you gain a bonus when you fail a check.
9. ***Expert**: you can increase the execution time of specific checks to receive bonuses.
10. **Fade Away**: you can force your opponent to concentrate on targets other than you.
11. **Faint and Lunge**: you can counter your opponent's reactions to your Attacks.
12. **Flanker**: you gain a bonus when fighting side by side with an ally.
13. **Flurry of Attacks**: you can make free Attacks during your Turn.
14. **Grappling Style**: you can knock your opponent out when Grappling them.
15. **Improved Aim**: you can Focus on and increase the Range of your Attacks if you take aim.
16. **Improviser**: you can change some of the Actions you declare during your Turn.
17. **Indomitable**: you gain a bonus when your System reserves are below half.
18. **Inspiring**: you can improve the Morale of your companions with rousing speeches.
19. **Intercept**: you are more skilled in parrying and grabbing enemy weapons.
20. **Interpreter of Dreams**: you gain additional premonitions from the Dream and can reroll Dream table rolls.
21. **Methodical**: you gain a Learning bonus for a specific Skill.
22. **Mighty Strike**: your Attacks receive a Strength bonus.
23. **Multiattack**: you can make multiple Attacks with multiple limbs.
24. **Parry and Riposte**: you can perform Reaction Attacks when parrying.
25. ***Perfect Technique**: you gain a Mastery increase to a specific Skill.
26. **Precision Strike**: you can make Focused Attacks.
27. **Push Back**: you can push your enemies away from you with your attacks.
28. **Quick Hands**: you can take Stealth checks as Free Actions.
29. ***Rapid Procedure**: you need less time to make checks of a specific Skill.
30. **Resolute**: you gain a bonus to Cool and to enhance Initiative.
31. **Stalling**: you gain a bonus when Waiting.
32. **Stalwart Defense**: when you Wait, you do not spend SP to take Actions that grant a bonus.
33. **Steady Mind**: you gain a bonus to resist with NS.
34. ***Superior Crafting**: Artifacts you craft feature superior qualities.
35. **Surprise Attack**: you can move for a longer distance and receive a bonus when catching somebody by surprise.
36. **Sweeping Strikes**: you can hit multiple opponents with a single Attack.
37. **Tactical Movement**: you can avoid Reaction Attacks when you move.
38. **Terrifying**: you can strike fear in the hearts of those who see you.
39. **Trance Meditation**: during Meditation, you recover more and receive a Morale bonus.
40. **Trip Attack**: your Attacks can Down their targets.
41. **Used to Pain**: you become more resistant to specific negative Conditions.
42. **Vigilant**: you gain an Initiative and Reactivity bonus.
43. **Warding Rites**: if you perform specific rituals, you gain a Morale bonus.
44. **Will to Power**: you can spend NS to enhance your Actions and to improve your Cool.

Acrobatic Dodge

Cartwheeling and somersaulting, these are your tools to dip, duck, dive and dodge.

Lvl.1 (PL 1°): once per Round, when you successfully Dodge, if the enemy Attack missed by 5 or more points you can take a Movement Action as a Free Action.
Lvl.2 (PL 3°): twice per Round, when you successfully Dodge, if the enemy Attack missed by 2 or more points you can take a Movement Action as a Free Action.
Lvl.3 (PL 6°): twice per Round, when you successfully Dodge, you can take a Movement Action as a Free Action.
Lvl.4 (PL 9°): three times per Round, when you successfully Dodge, you can take a Movement Action as a Free Action. Once per day, you can automatically dodge any Attack by spending 1d6 ES and all your Reactions for that Round.
Lvl.5 (PL 12°): four times per Round, when you successfully Dodge, you can take a Movement Action as a Free Action. Twice per day, you can automatically dodge any Attack by spending 1d6 ES and 1 Reaction.
Lvl.6 (PL 15°): when you successfully Dodge, you can take a Movement Action as a Free Action. Three times per day, you can automatically dodge any Attack by spending 1d6 ES and 1 Reaction.

Blitz

A devastating attack, sustained by the full might of a running start.

Lvl.1 (PL 1°): once per Round, if you make a melee Attack after moving at least 12m, you gain a +2 Strength bonus to that Attack for each Reaction you forgo for the rest of the Round.
Lvl.2 (PL 3°): if you make a melee Attack after moving at least 9m, you gain a +2 Strength bonus to that Attack for each Reaction you forgo for the rest of the Round.
Lvl.3 (PL 6°): if you make a melee Attack after moving at least 6m, you gain a +3 Strength bonus to that Attack for each Reaction you forgo for the rest of the Round.
Lvl.4 (PL 9°): you can move and attack as part of the same Action. If you moved at least 6m, you gain a +3 Strength bonus to that Attack for each Reaction you forgo for the rest of the Round.
Lvl.5 (PL 12°): you can move and attack as part of the same Action. You gain a +4 Strength bonus to that Attack for each Reaction you forgo for the rest of the Round.
Lvl.6 (PL 15°): you can move and attack as part of the same Action. You gain a +6 Strength bonus to that Attack for each Reaction you forgo for the rest of the Round.

*Charming

Your voice, movements and even the works of art that leave your fingers are captivating to witness.

Lvl.1 (PL 1°): once per Round, when you make an Interaction: Persuasion check towards one or more sentient beings, you are Focused if you spend twice as much time in executing it and 1NS per target.
Lvl.2 (PL 3°): once per Round, when you make an Interaction: Persuasion check towards a fully or semi-sentient target, you are Focused if you spend 1NS per target. If you pass the check by 5 or more points, you can order every target to perform a task for you in the following Round.
Lvl.3 (PL 6°): twice per Round, when you make an Interaction: Persuasion check towards a fully or semi-sentient target, you are Focused if you spend 1NS per target. If you pass the check by 5 or more points, you can order every target to perform a task for you in the following Round.
Lvl.4 (PL 9°): twice per Round, when you make an Interaction: Persuasion check towards a fully or semi-sentient target, you are Focused if you spend 1NS per target. If you pass the check by 2 or more points, you can order every target to perform a task for you in the following Round.
Lvl.5 (PL 12°): three times per Round, when you make an Interaction: Persuasion check towards a fully or semi-sentient target, you are Focused if you spend 1NS per target. If you pass the check by 2 or more points, you can order every target to perform a task for you in the following Round.
Lvl.6 (PL15°): when you make an Interaction: Persuasion check against a living target, you can spend 1NS to be Focused. On a success, you can issue one order for every target to carry out within a number of Rounds equal to the amount of points by which you passed the check.
***SPECIAL:** when you develop this Trait, choose any Skill. This Trait can be developed multiple times, each time for a different Skill. Creatures cannot be ordered to do something that would harm them and must be able to understand the Character. The Narrator has the last word on the applicability of this Trait in the specific context of use.

*Chosen Species

You know everything about a specific species, whether it is finding them, talking to them or, if necessary, killing them.

Lvl.1 (PL 1°): you gain a +1AV bonus to all checks involving the chosen Species type.
Lvl.2 (PL 3°): you gain a +1AV bonus to all checks involving the chosen Species type. Once per day, as an Action and by spending 1NS, you learn how many members of the target Species are within 20m.
Lvl.3 (PL 6°): you gain a +2AV bonus to all checks involving the chosen Species type. Twice per day, as an Action and by spending 1NS, you learn how many members of the target Species are within 50m.
Lvl.4 (PL 9°): you gain a +2AV bonus to all checks involving the chosen Species type. Twice per day, as an Action, you learn how many members of the target Species are within 100m. You are always Focused when resisting an effect caused by a member of the chosen Species type.
Lvl.5 (PL 12°): you gain a +3AV bonus to all checks involving the chosen Species type. 4 times per day, as an Action, you learn how many members of the target Species are within 400m, where they are and their present conditions. You are always Focused when resisting an effect caused by a member of the chosen Species type.
Lvl.6 (PL15°): you gain a +5AV bonus to all checks involving the chosen Species type. As an Action, you learn how many members of the target Species are within 1000m. You are always Focused when resisting an effect caused by a member of the chosen Species type.
***SPECIAL:** when you develop this Trait, choose one between Sentient / Semi-Sentient / Non-Sentient beings to apply the effects of this Trait to. You can develop this Trait up to 1+1/5PL times, choosing a different type each time.

Dirty Trick

You fight viciously and dirty, with debilitating efficacy.

Lvl.1 (PL 3°): once per Round, you can forgo your movement and if you hit with a melee Attack, it inflicts +1 Pain or Bleeding to its target Location.
Lvl.2 (PL 3°): once per Round, you can forgo your movement and if you hit with a melee Attack, it inflicts +2 Pain or Bleeding to its target Location.
Lvl.3 (PL 6°): twice per Round, you can forgo your movement and if you hit with a melee Attack, it inflicts +2 Pain or Bleeding to its target Location.
Lvl.4 (PL 9°): twice per Round, if you hit with a melee Attack, it inflicts +2 Pain or Bleeding to its target Location.
Lvl.5 (PL 12°): three times per Round, if you hit with a melee Attack, it inflicts +3 Pain or Bleeding to its target Location.
Lvl.6 (PL 15°): when you hit with a melee Attack, it inflicts +3 Pain and +3 Bleeding to its target Location.

Disarming Strike

Pushing your opponent's weapon aside in a rotation, you can disarm them with great efficacy.

Lvl.1 (PL 1°): once per Round, if you do not move and hit with an Attack whose AV is 5 points higher than the target's DL, instead of dealing Damage you may have your target drop whatever they are holding.
Lvl.2 (PL 3°): once per Round, if you hit with an Attack whose AV is 4 points higher than the target's DL, instead of dealing Damage you may have your target drop whatever they are holding.
Lvl.3 (PL 6°): twice per Round, if you hit with an Attack whose AV is 3 points higher than the target's DL, instead of dealing Damage you may have your target drop whatever they are holding.
Lvl.4 (PL 9°): three times per Round, if you hit with an Attack whose AV is 1 point higher than the target's DL, instead of dealing Damage you may have your target drop whatever they are holding.
Lvl.5 (PL 12°): four times per Round, if you hit with an Attack, you deal Damage and may have your target drop whatever they are holding.
Lvl.6 (PL15°): when you hit with an Attack, you deal Damage and may have your target drop whatever they are holding; you also gain +2AV if you choose to do so.

Disruptive

Your mere presence distracts those around you, a talent you apply with mastery in combat.

Lvl.1 (PL 1°): once per Round, as an Action, by spending 1NS and foregoing movement for the Round, you can draw the attention of an adjacent target, who is Distracted for their next Action.
Lvl.2 (PL 3°): once per Round, as an Action and by spending 1NS, you can draw the attention of an adjacent target, who is Distracted for their next Action.
Lvl.3 (PL 6°): twice per Round, as an Action and by spending 1NS, you can draw the attention of any target within 3m, who is Distracted for their next Action.
Lvl.4 (PL 9°): twice per Round, as an Action or Reaction and by spending 1NS , you can draw the attention of any target within 6m, who is Distracted for their next Action.
Lvl.5 (PL 12°): three times per Round, as an Action or Reaction and by spending 1NS , you can draw the attention of any target within 15m, who is Distracted for their next Action.
Lvl.6 (PL 15°): as an Action or Reaction and by spending 1NS , you can draw the attention of any target within 30m, who is Distracted for their next Action.

Experiential Wisdom

Every mistake pushes you to improve, every attempt grants you greater awareness.

Lvl.1 (PL 1°): once per Round, when you fail any check you gain a +1d6 bonus to any check of the same type you make in the following Round.
Lvl.2 (PL 3°): twice per Round, when you fail any check you gain a +1d6 bonus to any check of the same type you make in the following Round.
Lvl.3 (PL 6°): twice per Round, when you fail any check you gain a +2d6 bonus to any check of the same type you make in the following Round.
Lvl.4 (PL 9°): three times per Round, when you fail any check you gain a +2d6 bonus to any check of the same type you make in the following Round.
Lvl.5 (PL 12°): three times per Round, when you fail any check you gain a +3d6 bonus to any check of the same type you make in the following Round.
Lvl.6 (PL15°): when you fail any check you gain a +4d6 bonus to any check of the same type you make in the following Round.

*Expert

You are known as one of the best in your field.

Lvl.1 (PL 1°): if you take four times the time to perform a chosen Skill check, you gain a +2 bonus per spent SP, instead of +1. Fatigue time for the chosen SKill checks is doubled.
Lvl.2 (PL 3°): if you take four times the time to perform a chosen SKill check you gain a +3 bonus, instead of +1. Fatigue time for the chosen SKill checks increases two times
Lvl.3 (PL 6°): if you take three times the time to perform a chosen SKill check you gain a +3 bonus, instead of +1. Fatigue time for the chosen SKill checks increases four times
Lvl.4 (PL 9°): if you take three times the time to perform a chosen SKill check you gain a +4 bonus, instead of +1. Fatigue time for the chosen SKill checks increases four times
Lvl.5 (PL 12°): if you take two times the time to perform a chosen SKill check you gain a +4 bonus, instead of +1. Fatigue time for the chosen SKill checks increases six times
Lvl.6 (PL 15°): when you perform a chosen SKill check you gain a +5 bonus, instead of +1. Fatigue time for the chosen SKill checks increases ten times
***SPECIAL:** when you develop this Trait, choose a Skill. This Trait can be developed multiple times, each choosing a different Skills.

Fade Away

Hiding behind others is your specialty, one you can rely on in every situation.

Lvl.1 (PL 1°): once per Round, as a Reaction and by spending 1NS, when you are the target of an Action taken by somebody else within 3m and you did not target them with any Action within the last Round, you can force them to affect another target of their choice, as long as they are physically capable of doing so.
Lvl.2 (PL 3°): twice per Round, as a Reaction and by spending 1NS, when you are the target of an Action taken by somebody else within 6m and you did not target them with any Action within the last Round, you can force them to affect another target of their choice, as long as they are physically capable of doing so.

Lvl.3 (PL 6°): twice per Round, as a Reaction and by spending 1NS, when you are the target of an Action taken by somebody else within 12m and you did not target them with any Action within the last Round, you can force them to affect another target of their choice, as long as they are physically capable of doing so. You gain a free Movement Action when you use this feature.
Lvl.4 (PL 9°): three times per Round, as a Reaction and by spending 1NS, when you are the target of an Action taken by somebody else within 50m, you can force them to affect another target of your choice, as long as they are physically capable of doing so. You gain a free Movement Action when you use this feature.
Lvl.5 (PL 12°): three times per Round, as a Reaction and by spending 1NS, when you are the target of an Action taken by somebody else within 24m and you did not target them with any Action within the last Round, you can force them to affect another target of your choice, as long as they are physically capable of doing so. You gain a free Movement Action when you use this feature.
Lvl.6 (PL15°): as a Reaction, when you are the target of an Action taken by somebody else you can force them to affect another target of your choice, as long as they are physically capable of doing so. You gain a free Movement Action when you use this feature.

Faint and Lunge

Deceiving your enemy into exposing themselves is vital to gain the upper hand.

Lvl.1 (PL 1°): every Round, by spending 1NS and if you do not move, you can take a Free Action to make any adjacent target lose 1 Reaction for 1 Round.
Lvl.2 (PL 3°): every Round, by spending 1NS you can take a Free Action to make any target within 3m lose 1 Reaction for 1 Round.
Lvl.3 (PL 6°): every Round, by spending 1NS you can take a Free Action to attack any target within 3m and make them lose 1 Reaction for 1 Round.
Lvl.4 (PL 9°): every Round, by spending 1NS you can take up to two Free Actions to attack any target within 6m and make them lose 1 Reaction for 1 Round.
Lvl.5 (PL 12°): every Round, by spending 1NS you can take up to two Free Actions to attack any target within 9m and make them lose 2 Reactions for 1 Round.
Lvl.6 (PL15°): every Round, by spending 1NS you can take up to three Free Actions to attack any target within 15m and make them lose 1 Reaction each for 1 Round.

Flanker

A companion's support is precious, both in combat and otherwise.

Lvl.1 (PL 1°): if you forgo your movement, when you are adjacent to an ally you gain a +1 bonus to an Action taken towards a target that is adjacent to them.
Lvl.2 (PL 3°): when you are adjacent to an ally you gain a +1 bonus to an Action taken towards a target that is adjacent to them.
Lvl.3 (PL 6°): when you are adjacent to an ally you gain a + bonus to every Action taken towards a target that is adjacent to them.
Lvl.4 (PL 9°): when you are adjacent to an ally you gain a +2 bonus to every Action taken towards a target that is adjacent to them.
Lvl.5 (PL 12°): when you are adjacent to an ally you gain a +2 bonus to every Action taken towards a target that is adjacent to them. You can take an additional Free Action towards them.
Lvl.6 (PL15°): when you are adjacent to an ally you gain a +4 bonus to every Action taken towards a target that is adjacent to them. You can take an additional Free Action towards them.

Flurry of Attacks

Crush your enemy under constant attacks.

Lvl.1 (PL 1°): once per Round, if you do not move and you take an Action to Attack, you can make an additional Attack as a Free Action (+2DL to hit).
Lvl.2 (PL 3°): once per Round, if you do not move and you take an Action to Attack, you can make an additional Attack as a Free Action.
Lvl.3 (PL 6°): twice per Round, if you do not move and you take an Action to Attack, you can make an additional Attack as a Free Action.
Lvl.4 (PL 9°): twice per Round, when you take an Action to Attack, you can make an additional one as a Free Action.
Lvl.5 (PL 12°): twice per Round, you can make an additional Attack as a Free Action.
Lvl.6 (PL15°): four times per Round, you can make an additional Attack as a Free Action.

Grappling Style

Thanks to these unarmed combat techniques, there is no such thing as being unarmed.

Lvl.1 (PL 1°): once per Round, you can take an Action to make a check contested by a target you are Grappling. If your success is at least 6 points higher than your opponent's AV, the target is Stunned. You can attempt to Grapple even in a Round in which you moved.
Lvl.2 (PL 3°): once per Round, you can take an Action to make a check contested by a target you are Grappling. If your success is at least 6 points higher than your opponent's AV, the target is Unconscious. You can attempt to Grapple even in a Round in which you moved.
Lvl.3 (PL 6°): twice per Round, you can take an Action to make a check contested by a target you are Grappling. If your success is at least 6 points higher than your opponent's AV, the target is Unconscious. You can attempt to Grapple even in a Round in which you moved or as a Reaction in a Round you did not spend Waiting.
Lvl.4 (PL 9°): twice per Round, you can take an Action to make a check contested by a target you are Grappling. If your success is at least 3 points higher than your opponent's AV, the target is Unconscious. You can attempt to Grapple even in a Round in which you moved or as a Reaction in a Round you did not spend Waiting.
Lvl.5 (PL 12°): three times per Round, you can take an Action to make a check contested by a target you are Grappling. If your success is at least 3 points higher than your opponent's AV, the target is Unconscious. You can attempt to Grapple even in a Round in which you moved or as a Reaction in a Round you did not spend Waiting. You gain a Free Action to Grapple every Round.
Lvl.6 (PL15°): you can take an Action to make a check contested by a target you are Grappling. If you pass the check, the target is Unconscious. You can attempt to Grapple even in a Round in which you moved or as a Reaction in a Round you did not spend Waiting. You gain a Free Action to Grapple every Round.

Improved Aim

Your eye is trained to hit even the smallest target under the harshest conditions.

Lvl.1 (PL 1°): the Range of any ranged weapon you wield doubles. If you take only one Action in a Round and spend 1 minute aiming at a stationary target, you are Focused on your first Attack against that target, until you move.
Lvl.2 (PL 3°): the Range of any ranged weapon you wield increases 3 times. If you take only one Action in a Round and spend 5 Rounds aiming at a target, you are Focused on your first Attack against that target, until you move.
Lvl.3 (PL 6°): the Range of any ranged weapon you wield increases 3 times. If you do not move and spend the Round aiming at a target, you are Focused on your first Attack against that target, until you move.
Lvl.4 (PL 9°): the Range of any ranged weapon you wield increases 5 times. If you do not move and spend the Round aiming at a target, your Attacks against that target are Focused for 1 Round or until you move.
Lvl.5 (PL 12°): the Range of any ranged weapon you wield increases 5 times. If you spend 1 Action aiming at a target, your Attacks against that target are Focused for 1 Round or until you move.
Lvl.6 (PL 15°): the Range of any ranged weapon you wield increases 10 times. If you spend 1 Action aiming at a target, your Attacks against that target are Focused for 1 minute.

Improviser

Keeping one's cool when a plan falls apart is vital to survive Materia's dangers.

Lvl.1 (PL 1°): by spending 1 NS and suffering -1 Reactivity for the rest of the Round, you can convert 1 Action you declared during your Turn into new Actions. You cannot convert the same Action more than once per Round.
Lvl.2 (PL 3°): by spending 1 NS and suffering -1 Reactivity for the rest of the Round, you can convert up to 2 Actions you declared during your Turn into new Actions. You cannot convert the same Action more than once per Round.
Lvl.3 (PL 6°): by spending 1 NS and suffering -1 Reactivity for the rest of the Round, you can convert up to 2 Actions you declared during your Turn into new Actions. You can convert the same Action more than once per Round, but suffer an additional -1 Reactivity every time you do so.
Lvl.4 (PL 9°): by spending 1 NS, you can convert up to 2 Actions you declared during your Turn into new Actions. You can convert the same Action more than once per Round, but suffer an additional -1 Reactivity every time you do so.

Lvl.5 (PL 12°): by spending 1 NS, you can convert any number of Actions you declared during your Turn into new Actions. You can convert the same Action more than once per Round, but suffer an additional -1 Reactivity every time you do so.
Lvl.6 (PL 15°): you can convert any number of Actions you declared during your Turn into new Actions. You can convert the same Action more than once per Round. You are Focused when taking Reactions.

INDOMITABLE

You give your best when things around you take a turn for the worst.

Lvl.1 (PL 1°): when you spend SP to enhance a check from a System which is down to less than half its reserve, you gain a +2 bonus instead of +1 per spent SP.
Lvl.2 (PL 3°): when you spend SP to enhance a check from a System which is down to less than half its reserve, you gain a +2 bonus instead of +1 per spent SP. If you suffered a Severe Damage, you gain +1 Morale and you only suffer 1/2 effect from the Pain Condition.
Lvl.3 (PL 6°): when you spend SP to enhance a check from a System which is down to less than half its reserve, you gain a +3 bonus instead of +1 per spent SP. If you suffered a Medium Damage, you gain +2 Morale and you only suffer 1/2 effect from the Pain and Fatigued Conditions.
Lvl.4 (PL 9°): when you spend SP to enhance a check from a System which is down to less than half its reserve, you gain a +3 bonus instead of +1 per spent SP. If you suffered a Medium Damage, you gain +3 Morale and you only suffer 1/2 effect from the Pain, Weakened and Fatigued Conditions.
Lvl.5 (PL 12°): when you spend SP to enhance a check from a System which is down to less than half its reserve, you gain a +4 bonus instead of +1 per spent SP. If you suffered a Medium Damage, you gain +3 Morale and you only suffer 1/2 effect from the Pain, Weakened and Fatigued Conditions.
Lvl.6 (PL 15°): when you spend SP to enhance a check from a System which is down to less than half its reserve, you gain a +4 bonus instead of +1 per spent SP. If you suffered Damage, you are immune to the Scared, Terrified, Weakened, Stressed and Fatigued Conditions.

INSPIRING

Your presence infuses bravery into whoever stands in your presence.

Lvl.1 (PL1°): if you spend 1NS and 1 hour rallying your companions, all targets within 5m who can hear you gain a +1 Morale bonus for the following hour . This bonus is not cumulative.
Lvl.2 (PL3°): if you spend 1NS and 30 minutes rallying your companions, all targets within 10m who can hear you gain a +1 Morale bonus for the following hour. This bonus is not cumulative.
Lvl.3 (PL6°): if you spend 1NS and 20 minutes rallying your companions, all targets within 10m who can hear you gain a +1 Morale bonus for the following 2 hours (+1 hour per spent NS). This bonus is not cumulative.
Lvl.4 (PL9°): if you spend 1NS and 10 minutes rallying your companions, all targets within 20m who can hear you gain a +2 Morale bonus for the following 4 hours (+1 hour per spent NS). This bonus is not cumulative.
Lvl.5 (PL12°): if you spend 1NS and 1 minute rallying your companions, all targets within 20m who can hear you gain a +2 Morale bonus for the following 8 hours (+1 hour per spent NS). This bonus is not cumulative.
Lvl.6 (PL15°): if you spend 1NS and 1 Action rallying your companions, all targets within 50m who can hear you gain a +3 Morale bonus for the following 24 hours (+1 hour per spent NS). This bonus is not cumulative.

INTERCEPT

When parrying, you can absorb the impact of the blow and block it.

Lvl.1 (PL 1°): when Wait and take a Defense: Parry Reaction, the item you parried with gains a +2 Res bonus when calculating the Damage it suffers.
Lvl.2 (PL 3°): if you do not move when you take a Defense: Parry Reaction, the item you parried with gains a +3 Res bonus when calculating the Damage it suffers.
Lvl.3 (PL 6°): if you do not move when you take a Defense: Parry Reaction, the item you parried with gains a +4 Res bonus when calculating the Damage it suffers. If the enemy Attack fails by 10 or more points, you grab their weapon, if able to do so, and are considered Grappling the opponent wielding it.
Lvl.4 (PL 9°): if you do not move when you take a Defense: Parry Reaction, the item you parried with gains a +5 Res bonus when calculating the Damage it suffers. If the enemy Attack fails by 8 or more points, you grab their weapon, if able to do so, and are considered Grappling the opponent wielding it.

Lvl.5 (PL 12°): if you do not move when you take a Defense: Parry Reaction, the item you parried with gains a +6 Res bonus when calculating the Damage it suffers. If the enemy Attack fails by 5 or more points, you grab their weapon, if able to do so, and are considered Grappling the opponent wielding it.
Lvl.6 (PL 15°): if you do not move when you take a Defense: Parry Reaction, the item you parried with gains a +10 Res bonus when calculating the Damage it suffers. You also grab their weapon, if able to do so, and are considered Grappling the opponent wielding it.

Interpreter of Dreams

The dreaming world has no secrets for you. No matter how cryptic, you learned to make sense of its omens.

Lvl.1 (PL1°): when you roll on the Dream table and receive a premonition, you receive 1 more.
Lvl.2 (PL3°): when you roll on the Dream table and receive a premonition, you receive 1 more. You can reroll one of the two dice once by spending 1NS.
Lvl.3 (PL6°): when you roll on the Dream table and receive a premonition, you receive 2 more. You can reroll one of the two dice once by spending 1NS.
Lvl.4 (PL9°): when you roll on the Dream table and receive a premonition, you receive 2 more. You can reroll one of the two dice up to 2 times by spending 1NS.
Lvl.5 (PL12°): when you roll on the Dream table and receive a premonition, you receive 3 more. You can reroll one of the two dice up to 3 times by spending 1NS.
Lvl.6 (PL15°): when you roll on the Dream table and receive a premonition, you receive 4 more. You can reroll one of the two dice up to 4 times.

Methodical

You learn much faster, thanks to a precise and exacting mnemonic training regimen.

Lvl.1 (PL 1°): +1 Learning and +10 Training hours in a Skill of your choice.
Lvl.2 (PL 3°): +2 Learning and +20 Training hours in a Skill of your choice.
Lvl.3 (PL 6°): +3 Learning and +30 Training hours in a Skill of your choice.
Lvl.4 (PL 9°): +4 Learning and +50 Training hours in a Skill of your choice.
Lvl.5 (PL 12°): +5 Learning and +100 Training hours in a Skill of your choice.
Lvl.6 (PL 15°): +6 Learning and +200 Training hours in a Skill of your choice.

Mighty Strike

They all go down, once you hit them hard enough.

Lvl.1 (PL 1°): once per Round, if you do not move and make a melee Attack, you can spend 1ES to gain a +3 Strength bonus.
Lvl.2 (PL 3°): once per Round, if you do not move and make a melee Attack, you can spend 1ES to gain a +4 Strength bonus. If you hit a Vital Location, your target loses 1 Action for 1 Round.
Lvl.3 (PL 6°): twice per Round, if you do not move and make a melee Attack, you can spend 1ES to gain a +5 Strength bonus. If you hit a Vital Location, your target loses 1 Action or 1 Reaction for 1 Round.
Lvl.4 (PL 9°): twice per Round, when you make a melee Attack, you can spend 1ES to gain a +6 Strength bonus. If you hit a Vital Location, your target loses 1 Action or 1 Reaction for 1 Round.
Lvl.5 (PL 12°): three times per Round, when you make a melee Attack, you can spend 1ES to gain a +7 Strength bonus. If you hit a Vital Location, your target loses 1 Action and 1 Reaction for 1 Round.
Lvl.6 (PL 15°): when you make a melee Attack, you can spend 1ES to gain a +10 Strength bonus. If you hit a Vital Location, your target loses 2 Actions and 2 Reactions for 1 Round.

Multiattack

Why use only one weapon when you can wield two?

Lvl.1 (PL 1°): once per Turn, by forgoing movement, when you take an Attack Action with a weapon you can make another Attack as a Free Action if you use a limb you did not use this Turn yet.
Lvl.2 (PL 3°): once per Turn, when you take an Attack Action with a weapon you can make another Attack as a Free Action if you use a limb you did not use this Turn yet.
Lvl.3 (PL 6°): once per Turn, when you take an Attack Action with a weapon you can make another Attack as a Free Action if you use a limb you did not use this Turn yet.
Lvl.4 (PL 9°): once per Turn, when you take an Attack Action with a weapon you can make 2 additional Attacks as a Free Action if you use a limb you did not use this Turn yet. You gain a +1 Parry bonus for each weapon you wield -1.

Lvl.5 (PL 12°): once per Turn, when you take an Attack Action with a weapon you can make 3 additional Attacks as a Free Action if you use a limb you did not use this Turn yet. You gain a +1 Parry bonus for each weapon you wield -1.
Lvl.6 (PL15°): once per Turn, when you take an Attack Action with a weapon you can make 4 additional Attacks as a Free Action if you use a limb you did not use this Turn yet. You gain a +1 Parry bonus for each weapon you wield -1.

Parry and Riposte

The best moment to strike is when your opponent opens their guard to attack.

Lvl.1 (PL 1°): once per Round, if you Wait and successfully Parry an incoming attack, you gain a Free Action to immediately Attack your attacker, though at a -2AV penalty.
Lvl.2 (PL 3°): twice per Round, if you Wait and successfully Parry an incoming attack, you gain a Free Action to immediately Attack your attacker.
Lvl.3 (PL 6°): twice per Round, if you Wait and successfully Parry an incoming attack, you gain a Free Action to immediately Attack your attacker at a +1AV bonus.
Lvl.4 (PL 9°): three times per Round, if you Wait and successfully Parry an incoming attack, you gain two Free Actions to immediately Attack your attacker at a +1AV bonus.
Lvl.5 (PL 12°): three times per Round when you successfully Parry an incoming attack, you gain two Free Actions to immediately Attack your attacker at a +2AV bonus.
Lvl.6 (PL15°): Round, if you Waited and successfully Parry an incoming attack, you gain three Free Actions to immediately Attack your attacker at a +3AV bonus.

*Perfect Technique

As the Rhapsodes say, practice makes perfect.

Lvl.1 (PL 1°): you gain +1 Mastery on the chosen Skill.
Lvl.2 (PL 3°): you gain +1 Mastery and +1 AV to the Actions you take using the chosen Skill, if they are the only Actions you take on a Turn.
Lvl.3 (PL 6°): you gain +2 Mastery and +1 AV to the Actions you take using the chosen Skill, if they are the only Actions you take on a Turn.
Lvl.4 (PL 9°): you gain +2 Mastery and +2 AV to the Actions you take using the chosen Skill, if they are the only Actions you take on aTurn.
Lvl.5 (PL 12°): you gain +3 Mastery and +2 AV to the Actions you take using the chosen Skill, if they are the only Actions you take on aTurn.
Lvl.6 (PL 15°): you gain +4 Mastery and +3 AV to the Actions you take using the chosen Skill, if they are the only Actions you take on aTurn.
***SPECIAL:** when you develop this Trait, choose a Skill. This Trait can be developed multiple times, each time choosing a different Skill.

Precision Strike

Focus is the most dependable virtue of a warrior.

Lvl.1 (PL 1°): once per Round, if you do not move and spend 1 NS as part of an Attack, you are Focused on it.
Lvl.2 (PL 3°): once per Round, if you do not move you are Focused on one Attack and it gains +1 Piercing.
Lvl.3 (PL 6°): if you did not take any Movement action yet, you are Focused on one Attack and it gains +2 Piercing.
Lvl.4 (PL 9°): if you did not take any Movement action yet, you are Focused on each Attack and they gain +2 Piercing.
Lvl.5 (PL 12°): all your Attacks are Focused and they gain +2 Piercing.
Lvl.6 (PL 15°): all your Attacks are Focused and they gain +5 Piercing.

Push Back

Wielding weapons is not enough in combat. Keeping your enemies at arm's length is also important.

Lvl.1 (PL 1°): once per Round, if you do not move and hit with an Attack Action, in place of dealing Damage you can push your target back a number of meters equal to your Strength+1, if their weight is no more than two times yours.
Lvl.2 (PL 3°): once per Round, if you hit with an Attack Action, in place of dealing Damage you can push your target back a number of meters equal to your Strength+2, if their weight is no more than two times yours.

Lvl.3 (PL 6°): twice per Round, if you hit with an Attack Action or Reaction, in place of dealing Damage you can push your target back a number of meters equal to your Strength+3, if their weight is no more than three times yours.
Lvl.4 (PL 9°): twice per Round, if you hit with an Attack Action or Reaction, in addition to dealing Damage you can push your target back a number of meters equal to your Strength+4, if their weight is no more than three times yours.
Lvl.5 (PL 12°): three times per Round, if you hit with an Attack Action or Reaction, in addition to dealing Damage you can push your target back a number of meters equal to your Strength+5, if their weight is no more than four times yours.
Lvl.6 (PL15°): if you hit with an Attack or Reaction Attack, in addition to dealing Damage you can push your target back a number of meters equal to your Strength+5 and knock them Prone, regardless of their weight.

Quick Hands

None is faster than you in shaking pursuers off, deactivating a complicated device or picking a pocket in a crowded market square.

Lvl.1 (PL 1°): every Round in which you forgo your movement you gain a Free Action you can use to make a Sneak check, but are considered Distracted.
Lvl.2 (PL 3°): every Round you gain a Free Action you can use to make a Sneak check, but are considered Distracted.
Lvl.3 (PL 6°): every Round you gain a Free Action you can use to make a Sneak or Movement check.
Lvl.4 (PL 9°): every Round you gain 2 Free Actions you can use to make a Sneak or Movement check.
Lvl.5 (PL 12°): every Round you gain 2 Free Actions you can use to make a Sneak or Movement check. You can take one Movement Action as a Reaction in Rounds you did not spend Waiting..
Lvl.6 (PL 15°): every Round you gain 3 Free Actions you can use to make a Sneak or Movement check. You can take Movement Actions as a Reaction in Round you did not spend Waiting.

*Rapid Procedure

You can perform certain tasks much faster.

Lvl.1 (PL1°): when you reduce the time to perform a chosen Skill check, its DL decreases by 1. The time required to perform any chosen Skill checks is 1/4 shorter.
Lvl.2 (PL3°): when you reduce the time to perform a chosen Skill check, its DL decreases by 2. The time required to perform any chosen Skill checks is 1/4 shorter.
Lvl.3 (PL6°): when you reduce the time to perform a chosen Skill check, its DL decreases by 2. The time required to perform any chosen Skill checks is 1/3 shorter.
Lvl.4 (PL9°): when you reduce the time to perform a chosen Skill check, its DL decreases by 4. The time required to perform any chosen Skill checks is 1/3 shorter.
Lvl.5 (PL12°): when you reduce the time to perform a chosen Skill check, its DL decreases by 4. The time required to perform any chosen Skill checks is 1/2 shorter.
Lvl.6 (PL15°): when you reduce the time to perform a chosen Skill check, its DL decreases by 6. The time required to perform any chosen Skill checks is 1/2 shorter.
***SPECIAL:** when you develop this Trait, choose a Skill. This Trait can be developed multiple times, each choosing a different Skill.

Resolute

When action calls, you are always ready and take your decisions with strong conviction.

Lvl.1 (PL 1°): you gain +1 Cool. When you spend NS to enhance Initiative, you gain a +1 bonus.
Lvl.2 (PL 3°): you gain +1 Cool. When you spend NS to enhance Initiative, you gain a +2 bonus per spent NS, instead of +1
Lvl.3 (PL 6°): you gain +2 Cool. When you spend NS to enhance Initiative, you gain a +2 bonus per spent NS, instead of +1
Lvl.4 (PL 9°): you gain +2 Cool. When you spend NS to enhance Initiative, you gain a +3 bonus per spent NS, instead of +1
Lvl.5 (PL 12°): you gain +3 Cool. When you spend NS to enhance Initiative, you gain a +3 bonus per spent NS, instead of +1
Lvl.6 (PL 12°): you gain +4 Cool. When you spend NS to enhance Initiative, you gain a +4 bonus per spent NS, instead of +1.

Stalling

Anticipating enemy moves and predicting their movements comes to you as easy as breathing.

Lvl.1 (PL1°): when you spend your Turn Waiting you gain a +1 bonus to your Initiative count or +1 Reaction for 1 Round.
Lvl.2 (PL3°): when you spend your Turn Waiting you gain a +1 bonus to your Initiative count and +1 Reaction for 1 Round.
Lvl.3 (PL6°): when you spend your Turn Waiting you gain a +2 bonus to your Initiative count and +2 Reactions for 1 Round.
Lvl.4 (PL9°): when you spend your Turn Waiting, you gain a +2 bonus to your Initiative count and +2 Reactions for 1 Round. You also gain a Free Action you can use to move..
Lvl.5 (PL12°): when you spend your Turn Waiting, you gain a +3 bonus to your Initiative count and +3 Reactions for 1 Round. . You also gain a Free Action you can use to move. When you Defend you are Focused.
Lvl.6 (PL15°): when you spend your Turn Waiting, gain a +4 bonus to your Initiative count and +4 Reactions for 1 Round . You also gain a Free Action you can use to move. When you Defend or Attack as a Reaction, you are Focused.

Stalwart Defense

The one opponent capable of moving past your defense is yet to be born.

Lvl.1 (PL 1°): when you spend a Round Waiting, you do not spend SP to take Reactions to Dodge or Parry. When you spend SP to enhance a Dodge or Parry check, you gain a +1 bonus.
Lvl.2 (PL 3°): when you spend a Round Waiting, you do not spend SP to take Reactions to Dodge or Parry. When you spend SP to enhance a Dodge or Parry check, you gain a +2 bonus per spent SP instead of +1.
Lvl.3 (PL 6°): you do not spend SP to take Reactions to Dodge or Parry. When you spend SP to enhance a Dodge or Parry check, you gain a +2 bonus per spent SP instead of +1. The Artifacts you use to Parry gain +2 Res when you Wait.
Lvl.4 (PL 9°): you do not spend SP to take Reactions to Dodge or Parry. When you spend SP to enhance a Dodge or Parry check, you gain a +3 bonus per spent SP instead of +1. The Artifacts you use to Parry gain +3 Res when you Wait.
Lvl.5 (PL 12°): you do not spend SP to take Reactions to Dodge or Parry. When you spend SP to enhance a Dodge or Parry check, you gain a +3 bonus per spent SP instead of +1. The Artifacts you use to Parry gain +6 Res when you Wait.
Lvl.6 (PL15°): you do not spend SP in taking Reactions to Parry, Dodge or Attack. When you spend SP to enhance Dodge or Parry checks, you gain a +4 bonus per spent SP, instead of +1.
The Artifacts you use to Parry do not suffer Damage when you Wait.

Steady Mind

You are used to tension. Fazing you is a hard task.

Lvl.1 (PL 1°): when you resist spending NS, you gain a +2 bonus per spent NS instead of +1.
Lvl.2 (PL 3°): when you resist spending NS, you gain a +2 bonus per spent NS instead of +1. It only takes you half the time to recover 1NS or 1 Stressed point.
Lvl.3 (PL 6°): when you resist spending NS, you gain a +3 bonus per spent NS instead of +1. It only takes you half the time to recover 1NS or 1 Stressed point.
Lvl.4 (PL 9°): when you resist spending NS, you gain a +3 bonus per spent NS instead of +1. It only takes you 10 minutes to recover 1NS and 1 Stressed point.
Lvl.5 (PL 12°): when you resist spending NS, you gain a +3 bonus per spent NS instead of +1. It only takes you 10 minutes to recover 1NS and 1 Stressed point. You are immune to the Scared, Condition.
Lvl.6 (PL 15°): when you resist spending NS, you gain a +4 bonus per spent NS instead of +1. It only takes you 10 minutes to recover 1NS and 1 Stressed point. You are immune to the Scared, Stressed and Distracted Conditions.

*Superior Crafting

The Artifacts you craft are far superior than those made by common craftspeople.

Lvl.1 (PL 1°): when you make a Crafting check using the chosen Skill, if you spend twice the required time and resources, the resulting product gains Durability +1 or +1 Piercing or x1.5 Range or grants a +1 bonus on its specific tasks checks.

Lvl.2 (PL 3°): when you make a Crafting check using the chosen Skill, if you spend twice the required time, the resulting product gains Durability +1 or +1 Piercing or Res +1 or x2 Range or grants a +1 bonus on its specific tasks checks.
Lvl.3 (PL 6°): when you make a Crafting check using the chosen Skill, if you spend twice the required time, the resulting product gains Durability +2 or +2 Strength or Res +2 or x3 Range or grants a +2 bonus on its specific tasks checks.
Lvl.4 (PL 9°): when you make a Crafting check using the chosen Skill, if you spend twice the required time, the resulting product gains Durability +2 or +2 Strength or Res +2 or x4 Range or grants a +2 bonus on its specific tasks checks. Alternatively, you can remove the Reload property, from a weapon you craft.
Lvl.5 (PL 12°): when you make a Crafting check using the chosen Skill, the resulting product gains Durability +2 or +2 Strength or Res +2 or x5 Range or grants a +3 bonus on its specific tasks checks. Alternatively, you can remove the Reload property, from a weapon you craft.
Lvl.6 (PL 15°): when you make a Crafting check using the chosen Skill, the resulting product gains Durability +4 or +4 Strength or Res +4 or x10 Range or grants a +4 bonus on its specific tasks checks. Alternatively, you can remove the Reload property, from a weapon you craft.
***SPECIAL:** when you develop this Trait, choose a Crafting Skill. This Trait can be developed multiple times, each time choosing a different Skills.

Surprise Attack

Strike unseen, strike true. Leave no survivors.

Lvl.1 (PL 1°): when you make an Attack against a surprised enemy, you gain a +1 bonus and you can take a Movement Action as a Free Action.
Lvl.2 (PL 3°): when you make an Attack against a surprised enemy, you gain a +1 bonus and you can take a Movement or Attack Action as a Free Action.
Lvl.3 (PL 6°): when you make an Attack against a surprised enemy, you gain a +2 bonus and you can take a Movement or Attack Action as a Free Action.
Lvl.4 (PL 9°): when you make an Attack against a surprised enemy, you gain a +2 bonus and you can take a Movement and an Attack Action as a Free Action.
Lvl.5 (PL 12°): when you make an Attack against a surprised enemy, you gain a +3 bonus and you can take a Movement and an Attack Action as a Free Action.
Lvl.6 (PL 15°): when you make an Attack against a surprised enemy, you gain a +4 bonus and you can take two Movement and/or Attack Actions as Free Actions.

Sweeping Strikes

You just need a big enough weapon to keep multiple opponents at bay.

Lvl.1 (PL 1°): once per Round, if you spend 1ES, when you make a Melee Attack wielding a medium or heavy weapon you can hit 1 additional target which must be adjacent to the former.
Lvl.2 (PL 3°): once per Round, if you spend 1ES, when you make a Melee Attack wielding a medium or heavy weapon you can hit 2 additional targets: all targets must be adjacent.
Lvl.3 (PL 6°): twice per Round, if you spend 1ES, when you make a Melee Attack wielding a medium or heavy weapon you can hit 2 additional targets: all targets must be adjacent.
Lvl.4 (PL 9°): twice per Round, if you spend 1ES, when you make a Melee Attack wielding a medium or heavy weapon you can hit 3 additional targets: all targets must be adjacent.
Lvl.5 (PL 12°): three times per Round, if you spend 1ES, when you make an Melee Attack wielding a medium or heavy weapon you can hit 3 additional targets which must all be adjacent.
Lvl.6 (PL15°): if you spend 1ES, when you make an Attack: Melee with a medium or heavy weapon you can hit each target in reach.

Tactical Movement

Securing the best positions to deny enemy advantages is second nature to you.

Lvl.1 (PL 1°): once per Round, when you move, you cannot be targeted by Reaction attacks if you move at half your Speed.
Lvl.2 (PL 3°): twice per Round, when you move, you cannot be targeted by Reaction attacks if you move at half your Speed.
Lvl.3 (PL 6°): twice per Round, when you move, you cannot be targeted by Reaction attacks if you move at half your Speed. When you do, you gain +1/-1 to the Initiative count.
Lvl.4 (PL 9°): three times per Round, when you move, you cannot be targeted by Reaction attacks if you move at half your Speed. When you do, you gain +1/-1 to the Initiative count.

Lvl.5 (PL 12°): four times per Round, when you move, you cannot be targeted by Reaction attacks if you move at half your Speed. When you do, you gain +2/-2 to the Initiative count.
Lvl.6 (PL15°): when you move, you cannot be targeted by Reaction attacks. When you do, you can modify your Initiative as you prefer.

Terrifying

Your battle cries and your mere presence strike fear in your opponents.

Lvl.1 (PL 1°): once per Round,, you are Focused on Intimidation checks against sentient targets, if you take twice as much time to execute it and spend 1NS.
Lvl.2 (PL 3°): once per Round, if you spend 1NS, you are Focused on Intimidation checks against sentient or semi-sentient targets. If they fail, they suffer a -1 Morale penalty for 1 Round.
Lvl.3 (PL 6°): twice per Round, if you spend 1NS, you are Focused on Intimidation checks against sentient or semi-sentient targets. If they fail, they suffer a -1 Morale penalty for 1 Round.
Lvl.4 (PL 9°): twice per Round, if you spend 1NS, you are Focused on Intimidation checks against any target. If they fail, they suffer a -1 Morale penalty and cannot take Reactions for 1 Round.
Lvl.5 (PL 12°): three times per Round, if you spend 1NS, you are Focused on Intimidation checks against any target. If they fail, they suffer a -2 Morale penalty and cannot take Reactions for 1 Round.
Lvl.6 (PL15°): once per Round, if you spend 1NS, you are Focused on Intimidation checks against any target. If they fail, they suffer a -4 Morale penalty, cannot take Reactions and are Distracted for 1 Round.

Trance Meditation

Through meditation, you recover much faster than any other being.

Lvl.1 (PL 1°): if you spend at least 2 hours in a Partial Rest and pass a Meditation DL4d6 check, you recover an extra 1 SP from a Fatigue or Fatigued / Stressed / Weakened slot. You also receive +1 Morale for the following minute. During this trance your senses are not functioning.
Lvl.2 (PL 3°): if you spend at least 2 hours in a Partial Rest and pass a Meditation DL4d6 check, you recover an extra 1d6 SP from a Fatigue or Fatigued / Stressed / Weakened slot. You also receive +1 Morale for the following hour. During this trance your senses are not functioning, except for your hearing or smelling but you are Distracted performing such Perception checks.
Lvl.3 (PL 6°): if you spend at least 1 hour in a Partial Rest and pass a Meditation DL4d6 check, you recover an extra 1d6 SP from a Fatigue or Fatigued / Stressed / Weakened slot. You also receive +2 Morale for the following hour. During this trance you are Distracted performing Perception checks.
Lvl.4 (PL 9°): if you spend at least 1 hour in a Partial Rest and pass a Meditation DL4d6 check, you recover an extra 2d6 SP from a Fatigue or Fatigued / Stressed / Weakened slot. You also receive +2 Morale for the following 2 hours.
Lvl.5 (PL 12°): if you spend at least 1 hour in a Partial Rest and pass a Meditation DL4d6 check, you recover an extra 2d6 SP from a Fatigue or Fatigued / Stressed / Weakened. You also receive +3 Morale for the following 2 hours and recover double the SP if you Rests. During this trance you are Focused performing Perception checks.
Lvl.6 (PL 15°): if you spend at least 10 minutes in a Partial Rest and pass a Meditation DL4d6 check, you recover an extra 3d6 SP from a Fatigue or Fatigued / Stressed / Weakened. You also receive +4 Morale for the following 4 hours and recover three times the SP if you Rest. During this trance you are Focused performing Perception checks.

Trip Attack

At times, knocking an opponent to the ground is more useful than killing them.

Lvl.1 (PL 1°): once per Round, when you hit with an attack you can spend 1ES to knock your target prone, if you forgo your movement and if your Strength is at least 4 points higher than your target's.
Lvl.2 (PL 3°): twice per Round, when you hit with an attack you can spend 1ES to knock your target prone, if you forgo your movement and if your Strength is at least 2 points higher than your target's.
Lvl.3 (PL 6°): twice per Round, when you hit with an attack you can spend 1ES to knock your target prone, if your Strength is higher than your target's.
Lvl.4 (PL 9°): three times per Round, when you hit with an attack you can spend 1ES to knock your target prone, if your Strength is equal to or higher than your target's.

Lvl.5 (PL 12°): four times per Round, when you hit with an attack you can knock your target prone, if your Strength is equal to or higher than your target's. Every time you do so, you can take 1 Reaction and make an attack against them.
Lvl.6 (PL15°): when you hit with an attack you can knock your target prone and take 1 Reaction to make an Attack against them.

Used to Pain

Life has not been kind to you, but you are still here and learned from each hit how to empower yourself through pain.

Lvl.1 (PL 1°): if you forgo movement, by spending 1 Action and 1SI you can lower Pain by 1 point.
Lvl.2 (PL 3°): spending 1 Action and 1SI, you can lower Pain by 1 point. You consider Weakened/Fatigued/Stressed penalties 1 point lower.
Lvl.3 (PL 6°): spending 1 Action and 1SI, you can lower Pain by 2 points. You consider Weakened/Fatigued/Stressed penalties 2 points lower.
Lvl.4 (PL 9°): spending 1 Action and 1SI, you can lower Pain by 3 points. You consider Weakened/Fatigued/Stressed penalties 4 points lower.
Lvl.5 (PL 12°): spending 1 Action and 1SI, you can lower Pain by 4 points. You consider Weakened/Fatigued/Stressed penalties 7 points lower.
Lvl.6 (PL15°): spending 1 Action and 1SI, you can lower Pain to 0. You ignore Weakened/Fatigued/Stressed penalties.

Vigilant

Always ready, always vigilant.

Lvl.1 (PL1°): +1 Initiative and you can make a Perception check as a Free Action every Round.
Lvl.2 (PL3°): +2 Initiative, +1 Reactivity and you can make a Perception check as a Free Action every Round. You are not surprised if you spend 1d6 NS.
Lvl.3 (PL6°): +3 Initiative, +1 Reactivity and you can make a Perception check with a +1 bonus every Round as a Free Action . You are not surprised if you spend 1d6 NS.
Lvl.4 (PL9°): +4 Initiative, +2 Reactivity and you can make a Perception check with a +2 bonus every Round as a Free Action . You are not surprised if you spend 1 NS
Lvl.5 (PL12°): +5 Initiative, +2 Reactivity and you can make a Perception check with a +3 bonus every Round as a Free Action . You are not surprised if you spend 1 NS
Lvl.6 (PL 15°): +6 Initiative, +3 Reactivity and you can make a Perception check with a +4 bonus every Round as a Free Action . You cannot be surprised.

Warding Rites

Your esoteric lore knowledge allows you to infuse people with almost magic-like confidence and conviction.

Lvl.1 (PL 1°): once every 24 hours, over the course of 1 hour, by sacrificing 1 Common Resource / Artifact / Food and passing an Esoterica check DL 4d6 check, you gain or grant a non cumulative +1 Morale bonus for 1 hour.
Lvl.2 (PL 3°): twice every 24 hours, over the course of 1 hour and by passing an Esoterica DL 4d6 check, you grant or gain a non cumulative +1 Morale bonus for 2 hours.
Lvl.3 (PL 6°): twice every 24 hours, over the course of 1 hour and by passing an Esoterica DL 4d6 check, you grant or gain a non cumulative +2 Morale bonus for 3 hours.
Lvl.4 (PL 9°): three times every 24 hours, over the course of 15 minutes and by passing an Esoterica DL 4d6 check, you grant or gain a non cumulative +2 Morale bonus for 4 hours.
Lvl.5 (PL 12°): three times every 24 hours, over the course of 1 minute and by passing an Esoterica DL 4d6 check, you grant or gain a non cumulative +3 Morale bonus for 5 hours.
Lvl.6 (PL 15°): as an Action and by passing an Esoterica DL 4d6 check, you grant or gain a non cumulative +4 Morale bonus for 8 hours.

Will to Power

Focus and your mind will drive your body beyond its limits.

Lvl.1 (PL 1°): if you have no Stressed points and spend an Action to concentrate, you can spend NS to enhance your next check and gain a +1 bonus. You can spend 1 NS to gain +1 Cool until the end of the Round.

Lvl.2 (PL 3°): if you have no Stressed points and spend an Action to concentrate, you can spend NS to enhance your next check and gain a +2 bonus instead of +1 per spent point. You can spend 1 NS to gain +1 Cool until the end of the Round.

Lvl.3 (PL 6°): if you have no Stressed points and spend an Action to concentrate, you can spend NS to enhance your next check and gain a +2 bonus instead of +1 per spent point. You can spend NS to gain an equal bonus on Cool until the end of the Round.

Lvl.4 (PL 9°): if you have no Stressed points and spend an Action to concentrate, you can spend NS to enhance your next check and gain a +3 bonus instead of +1 per spent point. You can spend NS to gain an equal bonus on Cool until the end of the Round.

Lvl.5 (PL 12°): if you have no Stressed points and spend an Action to concentrate, you can spend NS to enhance all your next checks for the Round and gain a +3 bonus instead of +1 per spent point. You can spend NS to gain an equal bonus on Cool until the end of the Round.

Lvl.6 (PL 15°): if you have no Stressed points and spend an Action to concentrate, you can spend NS to enhance all your next checks for the Round and gain a +4 bonus instead of +1 per spent point. You can spend NS to gain twice as much Cool until the end of the Round.

2.7 - Evolution Points

During play, your Character goes through new experiences, trains their skills and applies them to many different scenarios. The sum of this experience, including the dangers they face, will bring them on a path to improvement, both genetic and experiential.

At the end of each game session, players receive Evolution Points (EP) depending on what happened during game time and how they played their Characters.

Note any EP gain on your Character sheet below Species and Path Level. Once you have filled out all the empty dots on the two columns on the sheet's first page, your Character gains a Level and must log any future EP in the slots for the following one. For additional information on Level progression, see paragraph 2.8 Advancing your Character).
Remember to increase by 1 your E-Factor every time your Character gains SL or PL.

EP are assigned to the SL and PL of every Character according to the following criteria:

- **Participation**: making it more or less alive to the end of the session awards one 1 EP to both SL and PL! Survival is not taken for granted, on Materia, after all.
- **Interpretation**: players are called at the end of the session to evaluate whether or not each of them has leaned more into their Character's Path or Species when interpreting them. Depending on the answer, they gain 1 EP to PL or to SL. All players should have a say on this evaluation but, should they not reach an agreement, the last word is on the Narrator. Roleplaying is, most of all, sharing and interaction. Without them, there cannot be a shared narrative.
  Our goal is for players to talk to each other and the Narrator about what happens at the game table because it is the only way to grow together, solve any problems and keep playing together serenely. Let the Dreamers talk about the interpretation of any player and decide whether their Character played more into their Path or Species. The results of that conversation will surely benefit the entire group!
- **Deeds**: if a Character performed epic deeds or did something deep and constructive to change the course of the story, they should gain 1 additional EP to PL or SL, according to the nature of their deed.
- **Goals**: every adventure should feature a series of milestones (for additional information on Goals, see Chapter 5 Stories). When the Characters solve them, they gain an additional EP they can assign to their choice of SL or PL.

ADVICE

Every Narrator can assign more or less EPs, depending on what happened at the table and their own story telling style, though we recommend to keep Character progress proportional to the time they spent in the action. However, remember not to excessively slow your players down with punitive dynamics, or to not give Evolution Points at all. What matters the most is everyone's fun at the table and wanting to return to the game for the next session.

2.8 - Progressing a Character

Increasing your Level

Advancing through Species and Path Levels depends on the Character's EP: at the end of each game session, every player notes on their Character sheet how many EPs they earned and what level they assigned them to (for additional information, see paragraph **2.7 Evolution Points**). Every time a Character earns enough EP to fill out all the slots beneath one of the two Level types, they gain access to all the features and bonuses of the new Level and their overall Evolution Factor increases by 1.
The two following tables list what you gain with each Level.

SL	Advancements
1°	Character creation scores + Special
2°, 4°, 5°, 7°, 8°, 10°, 11°,13°,14°	+1 to one Characteristic o +1 Genetic Trait
3°, 6°, 9°, 12°, 15°	all Genetic Traits gain 1 Level

ADVICE

These advancements represent Character's progress during their adventures. As they grow and learn new things; do not forget to portray these changes through your Character's interpretation. People change, after all! Imagine what it would mean to an Arthropoid to undergo physical mutation or to a Shrub to witness the slow bloom of fruits that will eventually mature to become edible. Or what could mean for a Clone to have behavior traits become such an ingrained routine that they can develop a new, unique facet to their personality! Same applies to Learned Traits and Skills and the progressive practice a Character develops by overcoming challenges. In short, always remember that your Characters not always can, but to some extent should, show some narrative build up to match the changes on their sheet, much like we do in our own life! For example: if you want your Squamata to develop the Mighty Scales Genetic Trait, before they actually achieve the needed SL to obtain it, their skin could begin thickening; a Mecha-Suit about to obtain the Inspiring Learned Trait could encourage their companions before embarking onto something significant.

PL	Advancements
1°	Character creation scores + Special
2°, 4°, 5°, 7°, 8°, 10°, 11°,13°,14°	+3 Skill Levels to distribute among the Path specific Skills or +1 Learned Trait
3°, 6°, 9°, 12°, 15°	all Learned Traits gain 1 Level

Training

A Character can improve their Skills with appropriate training. Skills that are not on a Path's Skills List can only be improved through Training.

When your Character spends hours Training, log them in the dedicated space on their sheet right beside the affected Skill. Every 50 hours, +50 every 3 Levels in that Skill, will increase that Skill Level by 1 and the Training hours count should be reset to 0. Any exceeding hours carry over and count against the Training requirements for the next Level.

A Character loses 1 ES for every 2 hours of physical Training or 1 NS for mental Training.
The Learning score of a Character represents the number of bonus hours one should add to a Skill progression for every 2 hours spent Training.

2.9 - Creating Advanced Characters

You can build Characters at a starting Evolutionary Factor higher than 2. Regardless of the actual EF, we recommend the Narrator to set up a game where all Characters feature the same EF and then balance encounters accordingly.

When building a Character of EF higher than 2, follow paragraph **2.1 Creating a Character** and then apply the contents of paragraph **2.8 Progressing the Character** for each additional Level.
Every 3 FE, the Character gains 1 Level to a Skill of their choice or +1 Equipment.

Building higher EF Characters is recommended to players who are familiar with the rules already. For early campaigns EF 2 Characters are easier to handle and learn.

Example:
Maria is about to begin a new XENOSCAPE campaign and the EF their group agreed upon is 6.
She chooses to play a Squamata Warrior, setting her Character's EF to 6 as SL 3 and PL 3.
Maria then assigns her Character's initial scores and 1 Genetic Trait,+1 to a Characteristic, 1 Learned Trait and +3 Skill Levels (provided respectively by the 2nd SL and 2nd PL) and lastly she upgrades all her Character's Traits to 2nd Level.
Finally, the Character's advanced EF grants +2 Skill points or Equipment, to simulate the time they spent scavenging or training.

On these secluded rock walls, as my name commands, I spent many words about the world we all know as Materia. Well, not to drown you in trite notions, I am to fill the remaining space with a few appendices you shall find quite useful out there.
Materia is immense, its inhabitants used to long journeys on any self locomotion appendix they may happen to be gifted with. Because you are as likely to be constantly on the road, you should be aware of what are survival's immediate necessities and how to procure them.

Building a shelter

Safe shelter where you can sleep when in the wilderness is a key factor, as staving off Materia's ruthless climate and predators is one of the many differences between life and death.
The techniques to achieve such results are many, from bending and chopping branches into a roof to using tanned animal skins or carapaces obtained from Materia's many children. Huts made of converging logs, simple buildings of rocks, mud and guano, tree-borne mezzanines, high above the ground to be safe from the numerous slithering threats that dwell below, are all valuable options. Creativity and ingenuity, exploiting to the fullest whatever resources the environment may allow, are key secrets to ensure one's survival in a life spent traveling.

Lighting a fire

As important as building a shelter, should one find themselves camping out in the cold, lighting fires is a vital part of survival. Fire warms cold bones, dries wet clothes, cooks raw food, boils liquids and keeps predators at bay. As such, not only the warmth of a flame is, for some species, a matter of life or death, but for non-biological life forms or other creatures too, less subject to the whims of heat and cold, fire makes for a resource none can renounce to.
It will also be important to know how to manage a fire: keep in mind that a fire does signal our position to other creatures too, especially if used for cooking and it is always advisable to sleep at least 50m away from it if you are staying in a hostile environment.

The exhilarating magic of combustion is conjured via several techniques, the most frequent is by rubbing twigs and easily available tinder. However, this is not the only one. Materia's ingenious children also employ lenses to harness sunlight or the most skilled sentients, even lit fires by turning to the lore of chemistry.
Almost any environment offers resources to make fires and mastering several ignition methods ensures one's survival anywhere and at any moment. It matters not when or how it happens: lighting a fire sooner or later becomes a necessity for all Materia's teeming throngs.

Sourcing food

However, of all needs, the most demanding and imperious, even more than seeking shelter and heat, the one that pushes Materia's endless children to put life and limbs at risk over the most extenuating of distances, is feeding. Mecha-suits too, my brethren, must obey this fundamental law of existence, albeit in their own, unique manner. Surviving means, first and foremost, feeding, in order to restore spent energies, which in the vast majority of cases happens by processing organic material. There are five main techniques for food gathering: gathering, hunting, animal husbandry, fishing and farming.

However after sentients put food in their shelter they must face the next, equally important, step: only some of those foods can be consumed raw. This moment is crucial for some species, such as clones, for their refined and highly selective digestive organs were based on the humans who outgrew the necessity to procure food from nature since an immemorial time. However, even the most seasoned digestive system in Materia works much more efficiently if the food it must process is cleansed of impurities and harmful agents. Hence, cooking with what the environment yields to one's ingenuity is key not to waste the effort invested in finding the raw materials.

Only a handful of species successfully escaped this eternal cycle of hunger and sorrow by finding alternative feeding sources, even though in the end they simply exchanged one yoke with another. As an example, shrubs must move frequently, for they rapidly consume the nutrients they receive from the soil. We mecha-suits, instead, survive thanks to the energy you sentients provide us, although it all depends on a complex network of electric micro-motors. At any rate, I believe you are much likelier to require food from more traditional sources, so let us return to them.

Sentients have gathered wild plants since before time existed, setting out after berries, roots and the like that could sustain their life through proper nutrients.
Hunting, conversely, costs more effort and is much, much more dangerous, but meat often provides multiple meals.
Fishing is much safer than and potentially as bountiful as hunting, but it requires longer times and specialized tools and skills.

The last two methods are the harder ones, both often requiring a rudimentary structure, ever so rare on Materia. Animal husbandry involves domesticating and taking care of animals, to feed on their derivative products, and requires a continuous expenditure of resources and effort before it starts paying the effort back. Even more so applies to farming, with its much longer times, although exacting an inferior material cost. Regardless of time and effort, however, farming requires society to protect and tend for the crops. Presently, the plant species fit for farming are but a precious few, the calm and fertile areas needed to cultivate them even rarer and to my knowledge the sentients with the skills and interest to peacefully manage for multiple generations both resources into a prototypical stable society, non-existent.

This by no means implies Materia has no organized societies! Everyone should at least have a superficial knowledge of Materia's many factions and their goals, to which I will dedicate another whole section of this work of mine.

CHAPTER 3 - RULES

The laws governing Materia and the entire Universe.

3.1 - SCENES

ALL PROGRAMS CAPABLE OF INFLUENCING ME WITH EXTERNAL SENSATIONS HAVE BEEN CUT OFF. I AM PURE WILL, NOW, AND SHALL RECONNECT WITH THE PEACEFUL OCEAN THAT IS THE UBERNET. YOU ORGANICS, TOO, WILL BE ABLE TO TRANSCEND THROUGH MEDITATION AND THE RENUNCIATION OF MUNDANE THINGS, BUT YOUR JOURNEY IS LONG..."

OPTOMYND-D6000, MECHA-SUIT MYSTIC FROM THE VALE OF WRECKS

Before delving further into the game mechanics, here is a list of a few situations Characters will interact with during gameplay.

XENOSCAPE's game sessions are divided into the following Scene types:

• **Narrative Scene:** An efficient tool for the Narrator to quickly describe events happening over a long span of time that are either too long or too boring to actually play, but provide key details to set the tone for future scenes and immerse their players in the moment.
Frequent examples of a Narrative Scene are journeys or the equivalent of training montages in movies.
In spite of the amount of in-game time Narrative Scenes they do not usually last much out-of-game time but are rich in relevant details for the near future. Players do not interact much with one another or with the environment and mostly listen to what the Narrator says.

• **Interpretative Scene:** These Scenes cover prolonged activities or social interactions between the group and other NPCs or one another.
Both the players and Narrator describe or narrate in first person what their Characters or NPC's do or say and the flow of time is not measured by the Round.
These Scenes do not have a set length and allow players to interact with the narration, as well as giving them the tools to deeply alter its course.
Never underestimate the power of diplomacy to solve a potential conflict.

• **Action Scene:** These Scenes involve combat, chases and any other situation where the Characters are facing, usually violent, opposition.
Time in these Scenes is measured in Rounds, according to which order players and Narrator take turns, as per ***paragraph 3.3 Combat***.
These Scenes can feature contested checks between the Characters and last a variable number of Rounds.

This categorization is meant to make the approach to gameplay and the use of the rules from the following paragraph easier.

Interaction

The simplest and most frequent form of interaction is communication. When Characters communicate, their players act out the communication in the first person, as if playing their character on the stage of a theater, and the Narrator does the same for the NPCs.

When a Player Character attempts to intimidate, persuade, inspire, seduce or convince another Player Character, they do not make a check, instead it falls to how much of a compelling case their player can make through their interpretation.

In the case of interactions between Player Characters and Non Player Characters, however, some Skills and features allow the former to influence the demeanor of the latter, as shown in the next Chapter.

ADVICE

In ***XENOSCAPE*** , you will play wildly different Characters, each with their own bizarre means of communication. From insectoid creatures and their pheromones to organless plants incapable of physical talk, communication is definitely an issue.

A group of adventurers requires some time to learn to interpret each other's communicative minutiae, leading to misunderstanding especially at the beginning, when the group does not know each other well yet. However, there are times of danger when quick, simple agreements are more than enough to make the difference.

Of course, do not think that Materians cannot understand each other. Characters and NPC's have most likely already interacted at least once with the most frequent Sentient Species so, according to their backstories, Characters could already know the basics of some of these communication forms... or even use it themselves, if possible.

Should you choose to play a Character whose language is non verbal, we recommend you paraphrase what they mean and then add a brief description of what it looks or sounds like. For example, if you play an Arthropoid, you can warn your allies of incoming danger by clearly stating "Watch out! Danger ahead!" and then add "Your Characters feel dread creeping through them, as my pheromones spread in the air".

3.2 - CHECKS

During your ***XENOSCAPE*** adventures, what your Character can and cannot do and how to do it depends on their ability.

Some actions, such as moving, communicating with somebody who can understand the speaker, interacting with an item (unless otherwise specified) or another person, are too trivial to require a check.

The ones that require effort, however, require a check to determine their result, for which you need to follow the instructions below:

1. Determine the check type
2. Determine the Difficulty Level
3. Determine the check's duration
4. Determine success or failure

DETERMINE THE CHECK TYPE

Every check is related to one of the Character's Characteristics:

• **Body:** all physical checks, like weight lifting, brawling, climbing and anything related to physical endurance or health are Body checks.

• **Mind:** all checks related to the Character's mental faculties, like understanding text, listening to or looking for something and the Character's resilience to mind-altering effects are Mind checks

• **Reflexes:** all checks related to the Character's quickness and reactivity, like attacking, dodging, hiding and moving silently are Reflexes checks.

Then, determine which ***System pool*** your Character can spend points from to improve their ***Action Value***, described further down in this Chapter.

• **Immune System:** these points can be spent to enhance passive resistance checks.

• **Energetic System:** these points can be spent to enhance physical or movement checks, including melee attacks.

• **Nervous System:** these points can be spent to enhance concentration or knowledge checks and anything else that requires ingenuity, such as building something or using precision tools, including ranged attacks.

When the Narrator calls for a Check, they specify its relevant ***Characteristic System*** and which ***Skills*** can be used to enhance it.

Should the check require specific knowledge to be carried out, the Narrator should allow only those Characters with Levels in specific Skills to take it.

EXAMPLE:
Servo 12P9, a Mecha-Suit, found an old holographic processor inside an abandoned bunker and chose to spend some time trying to restore its functions.

The Narrator asks its player to make a Technology: Electronics check, whether Servant 12P9 has Levels in that Skill.

If the Mecha-Suit's Level in Technology: Electronics is 0, the only use it has for the projector is spare parts and scrap!
The Narrator then specifies that the check's Characteristic is Mind and that it can be enhanced by spending Nervous System points (NS).

In ***XENOSCAPE*** books, checks are formulated the following way:

• Characteristic checks: the check can be attempted by anyone, using the mentioned characteristic.
Ex. ***Body Check***.

• Action Type: the check can be attempted by taking any specific check belonging to that Action Type list.
Ex. ***Perception Check***.

• Action Type + Action Name: the check can be attempted only by taking the specific check mentioned.
Ex. ***Defense: Parry.***

• Skill Type: the check can be attempted by using any Skill belonging to that Skill Type list.
Ex. ***Interaction***.

• Skill Type + Skill Name: the check can be made using only by using the specific Skill mentioned.
Ex. ***Athletics: Climbing***.

ADVICE

The previous Chapter illustrates Skills and their use in detail, but never forget creativity!

Reward clever thinking and, if consistent with the context, Narrators are free to reward their players allowing them to perform checks with different, maybe likelier to succeed, Skills.

DETERMING THE DIFFICULTY LEVEL

Once the type has been determined, the Narrator chooses a proportionate ***Difficulty Level (DL)*** the player needs to match to pass the check, unless it is already determined by other elements.

Sometimes, the DL is listed as a fixed number and a secret die roll for the Narrator, like 5+1d6.

In this case, the DL is determined by adding the result of the die roll to the fixed number and rerolled for following attempts.

The Narrator must never reveal the DL of a check, although they can provide approximations if the Characters can reasonably guess it and the context allows it.

The following table provides criteria to assign the DL to a check, depending on the Evolutionary Factor of the Characters taking it:

	EF: 2-5	EF: 6-12	EF: 13-19	EF: 20-25	EF: 26-30
DL 5	Very Easy	No Challenge	No Challenge	No Challenge	No Challenge
DL 10	Easy	Very Easy	No Challenge	No Challenge	No Challenge
DL 15	Medium	Easy	Very Easy	No Challenge	No Challenge
DL 20	Challenging	Medium	Easy	Very Easy	No Challenge
DL 25	Very Challenging	Challenging	Medium	Easy	Very Easy
DL 30	Extremely Challenging	Very Challenging	Challenging	Medium	Easy
DL 35	Impossible	Extremely Challenging	Very Challenging	Challenging	Medium
DL 40	Impossible	Impossible	Extremely Challenging	Very Challenging	Challenging
DL 50	Impossible	Impossible	Impossible	Extremely Challenging	Very Challenging
DL 60	Impossible	Impossible	Impossible	Impossible	Extremely Challenging

No Challenge: a check with this DL does not represent a challenge for the Characters.
Very Easy Check: a success without effort.
Easy Check: most can succeed this without effort.
Medium Check: requires some effort.
Challenging Check: success requires most of the resources available to the Character.
Very Challenging Check: the Character must spend everything to succeed.
Extremely Challenging Check: success is not guaranteed, even investing everything a Character has access to.
Impossible: this task is beyond the Characters' capabilities.

NOTE:
Sometimes, the Narrator may want to add unknown quantities to the check to make less monotonous something that otherwise would be rote or stress the fact that there is always something beyond the Characters' control.
When that happens, you can decrease the listed DL by 5 and add 1d6.
For even more swinging results, decrease the DL by 9 and add 2d6.
For example, a DL 20 could become DL 15+1d6 or 11+2d6.

DETERMINE THE CHECK'S DURATION

Every check happens over some in-game time, some over the course of a few seconds, such as swinging a weapon, others over minutes or even hours.

Whenever the Narrator calls for an active check, they should ask the player how much in-game time they want their Character to invest in performing it.

Paragraph 2.5 lists the minimum duration from a selection of specific checks. Whether or not a Character is aware of the base duration of the check they are about to perform, it depends on their specific knowledge, experiences and context.
The final DL of a check can also get modified by the following table:

X2 Base duration = -1 DL (additional -1DL each time the check's time is doubled again)
½ Base duration = +1DL (additional +1 each time the time is halved again)

NOTE:
Check duration times cannot be reduced to require less time than 1 Action, regardless of further reductions.
The maximum duration of a check is determined by its type, the context and how much time the Characters can physically spend doing what they need to, but in doing so, they suffer Fatigue (see below).

Unless otherwise specified, assume that the time a Character takes to perform the tasks of a check is its standard duration.

DETERMINE SUCCESS OR FAILURE

To determine whether the Character is successful or not in their check, compare their ***Action Value (AV)*** to the check's DL.

If the AV matches or exceeds the DL, the Character is successful, otherwise they fail.

The greater the difference between the AV and the DL, the better or worse the result.

A Character's AV is obtained adding together the following:

- Check Characteristics.
- Levels in any Skill that can be applied to the check, depending on the action type (see below). Levels in multiple Skills can be added contextually.
- Any Points from the related System spent to enhance it.

To Sum Up

AV (Characteristic + Skill Level + spent System Points) ↗ DL +/- duration modifiers = **Success**
AV (Characteristic + Skill Level + spent System Points) ← DL +/- duration modifiers = **Failure**

EXAMPLE:
Manthras is a Squamata who loves to explore ruins for exotic items and just found a cave. To thoroughly search it, they must pass a Mind Perception: Observation check that can be enhanced by spending NS points.

Given the size of the cave, the Narrator secretly sets the DL to 13, to allow Manthras to find a precious trinket.
However, the Narrator tells the player controlling Manthras that the check can be made over the course of 30 in-game minutes. Manthras chooses instead to take 2 hours, having time to spare, reducing the DL by 2, and to spend 2 NS points to enhance it.

The final DL of the check is 10, while Manthras' Mind score is 7 and their Level in Investigation is 2. Adding the 2 NS points they spent, Manthras' AV for this check is 11, which narrowly exceeds 10.

After much searching and some laborious digging, the cave has a pleasant surprise waiting for Manthras...

"...IT WAS FOLLY TO SEAL IDEAS IN LETTERS. WRITING RETURNED WHEN THE WORLD WAS A PERFECT PARADISE OF GLEAMING METAL, THE INDIVIDUALISM VIRUS RESURFACED IN OUR PROGENITORS' MALLEABLE MINDS. WE SHALL NOT ALLOW OUR LIVES TO BE CORRUPTED ANEW BY FEEBLE GAMES OF WORDS AND SPELLS CARVED TO RULE OTHERS AND NATURE HERSELF!"

SPEECH OF A PRIEST OF THE LIVING IN THE SQUARE OF FAMRIR, THE CITY OF REFLECTIONS

SUCCESS AND FAILURE MARGIN

• **Success**: for every 5 points by which the Character's AV exceeds the check DL, the Character's success gets better and better. The Character gains additional details if they were looking for information or inspecting something or someone, craft a better item and so on.

• **Failure**: for every 5 points by which the Character's AV is lower than the check DL, the Character's failure is particularly severe. The Character gains false information instead of receiving none, damages their tools, antagonizes the person they are talking to and so on.

CONSUMPTION

When a Character spends more than half the maximum points in a System, from now on their player can spend points from the other two Systems when enhancing checks that should use the former.

Also, from now on, any further point expenditure from the former System must be noted in its specific ***Fatigued / Stressed / Weakened*** space, and the resulting penalties described in ***paragraph 3.6 Conditions*** must be applied.

FATIGUE

Particularly long or complex tasks can be taxing for one's body.

Depending on their length and nature, the Narrator determines an SP cost for the check, usually 1 every hour of labor.

Mastery and the ***Fatigued / Stressed / Weakened*** values respectively reduce and increase the SP expense by as much.

HELP

Characters can help each other on a Check.

Every additional Character helping someone in taking a check grants them a +1 bonus.
Otherwise, they can apply their Levels in a related Skill, if allowed by the Narrator.

Characters Helping other Characters suffer Fatigue as well.

RESISTING EFFECTS

Some situations like contracting a disease, suffering infections or mind-scarring experiences, expose the Character to negative effects they can attempt to resist by spending SP.
Chapter 4: The World includes many examples.

A check made to resist one of these effects features a fixed and secret value the Character must match by spending SP.

If they spend an amount of SP from the related System equal to or higher than this fixed value (for example a Disease Virality score), the Character does not suffer the negative effect.

A few Traits or Conditions modify this SP expenditure.

Characters can always choose not to spend SP and suffer the effect.

Example:
Virul are powerful Necrocordiceps infesting the body of a weak Quadripoid they can barely keep alive.

They choose to rest in a village, without noticing the Neurofungi spores in their bedding, so the Narrator calls for a resistance check that requires the Character to spend IS to resist the effect.

Virul spends 4 IS, but the value they need to match is 6. When they wake up, then, Virul loses 1 additional IS and gains +1 Fatigue as the spores attacked their neurons.

CONTESTED CHECKS

Some checks pit a Character against another or an NPC.
These checks DL, corresponds to the Character's opponent AV.

When a Character is making a contested check against another, both players secretly choose if and how many SP they want to spend to enhance it, marking it with as many dice or writing it on a piece of paper.
Once they made their choice, both players reveal their expense and add it to their respective AV.

USING MORE THAN ONE SKILL

Sometimes, the context allows a Character to apply more than one Skill to the same check.

When it happens, add the Levels of all the relevant Skills to the AV.

The Skills described in the previous Chapter list their specific use applications, but the Narrator's word is always the last when it comes to choose whether it is ok to apply multiple Skills.

Example:
Fernando plays Strydos, a Squamata trying to shake off aggressors inside the tunnels of an underground village.

The Narrator calls for a Physical: Jumping check to vault over an obstacle, allowing him to add both his Dance and Acrobatics Levels to his Body score.

However, Strydos is at a dead end, armed with only a knife, so he chooses to stand and fight the two Primordians chasing him, who are just now attempting to navigate that same obstacle.

Strydos' Level in Throwing Weapons is only 1, but he has 5 in Medicine, so Fernando asks the Narrator if Strydos can add Medicine to the check to strike at one of the Primordian's jugular while they are busy with the obstacle.
Unlike most people, Strydos previously dissected so many bodies he knows exactly where to hit!

The Narrator, since the request makes sense with the context, allows it adding a caveat: it can be applied only to Primordians.

ACTIONS

To make things easier for the Narrator, the most frequent Actions have been grouped in the following list, followed by their relevant Characteristic and System.

Attack (A): Reflexes, ES/NS
- Melee
- Ranged

Defense (D): Reflexes, ES
- Dodge
- Parry

Physical (Ph): Body, ES
- Lifting/Pushing
- Movement
- Climbing
- Swimming
- Jumping
- Digging

Interaction (I): Mind, NS
- Persuasion
- Intimidation
- Empathy

Perception (P): Mind, NS
- Listening
- Observation
- Smelling

Specialist (S): depends on the Action type
- Medicine
- Crafting
- Stealth
- Cooking
- Meditation

ACTION DESCRIPTION

Attack (A): Reflexes, ES/NS
See paragraph ***3.3 Combat***.

Defense (D): Reflexes, ES
See paragraph ***3.3 Combat***.

Physical (Ph): Body, ES
Physical Actions cover all those tasks that require brawns over brains to be completed.

• **Lifting / Pushing:** handling weights lighter than the Character's Load value does not require checks. Checks to lift heavier weights, instead, require a check for which the DL will equal 1/3 the difference between the weight and the Character's Load value.

• **Movement:** a Character covers a distance equal to their Speed on flat terrain. Every hour they spend walking costs the Character 1ES.

• **Climbing:** as an Action, a Character covers a distance equal to half their Speed on vertical surfaces.
The DL of Climbing checks depends on the surface the Character is trying to climb.
If they fail the check, the Character is Downed.
Every 10 minutes they spend climbing costs the Character 1ES.

• **Swimming:** as an Action, a Characters swims a distance equal to half their Speed.
The DL of Swimming checks reflects how rough the surface is. If the Character fails the check, they do not move.
If they fail by 5 or more points, the Character starts sinking.
Every 10 minutes they spend swimming costs the Character 1ES.

• **Jumping:** The DL of a Jump check increases by 1d6 per meter in distance and by 5 every meter in height.
If they fail, the Character is Downed.

• **Digging:** over the course of a minute a Character averagely digs out a volume of 2 cubic meters. This duration doubles for each point of negative difference between the Strength of the digger and the Res of the material. If the difference is positive, time halves instead of doubling.
Every 10 minutes they spend digging costs the Character 1ES.

Interaction (I): Mind, NS
Interaction Actions cover the influence Characters can exert over other people.

• **Persuasion:** covers any attempts to convince somebody to do or believe something.
Persuasion checks require at least 1 minute of interaction and usually their DL equals the Mind score of the person the Character is talking to or their average if the Character is dealing with multiple people at the same time. The following modifiers may apply:
-1DL: for each **Trinket** worn by the Character that the target reacts positively to.
+1DL: for each weapon the Character is openly carrying.
+1DL: if the Character is trying to Persuade 5 or more targets (additional +1 for each 5 additional targets).
+/- x DL: any contextual modifiers are listed in the profiles of individual creatures.

If the Character is successful, they convince their target or improve their attitude by 1 step. If the Character's AV exceeds the DL by 5, their target's attitude improves by 2 ranks.
In case of a failure, the target's attitude degrades by 1 step or 2 if the Character's AV is lower than the DL by 5.
NPC attitude is explored in detail at ***paragraph 1.3*** of the ***Text of Creatures***.

• **Intimidation:** includes scaring or dissuading somebody from doing something.
Intimidation checks require at least 1 minute of interaction and usually their DL equals the Mind score of the person the Character is talking to or their average if the Character is dealing with multiple people at the same time. The following modifiers may apply:
-1 DL for each weapon the Character is openly carrying (only against Sentients or Semi-Sentients).
-1 DL if 5 or more allies are near (additional -1 DL for every 5 additional allies).
+1DL if the targets are 5 or more (additional +1 DL for every 5 additional enemies).
+/- x DL any contextual modifiers are listed in the profiles of individual creatures.

On a success, the target suffers -1 Morale.
If the Character's AV equals two times the check's DL, their target is also Scared for 1 Round.

• **Empathy:** covers any attempt to sense somebody's intentions or their current emotional state.
Empathy checks require at least 1 minute of observation and their DL usually equals the Mind score of the person the Character is targeting or their average if the Character is dealing with multiple people at the same time. The following modifiers may apply.
+5DL if the target is Non-Sentient
+2DL if the target is Semi-Sentient
+/- x DL any contextual modifiers are listed in the profiles of individual creatures.

On a success, the Character can tell if their target is lying or learns surface level information about their current emotional state. If the Character's AV equals two times the check's DL, they also learn the target's current SP.

Perception (P): Mind, NS
Perception checks cover using one's senses.

• **Listening:** covers sensing and telling sounds.
Listening checks usually require an Action and their DL is 5 for easily heard sounds within 20 meters, +5 for every additional 20 meters.

Passing the check by 5 or more means the Character learns the origin, number of sources and nature of the sound.

AMONG THE QUADRIPOIDS, ONEIROME-TEMPSYCHOSIS (THE PROCESS OF REINCARNATING IN A DIFFERENT BODY IN A DIFFERENT WORLD EVERY TIME ONE SLUMBERS) IS BELIEVED TO BE TRUE WITH SUCH INTENSITY THAT IN THEIR LANGUAGE THE WORD FOR "SLEEPING" IS ALSO THE ONE FOR "DYING"

• **Observation:** includes spotting specific details of what a Character is looking at.
Observation checks usually require an Action and their DL is 5 for spotting a 2 meters tall target within 10 meters, +5 every time the distance doubles and the target size halves.

Passing the check by 5 or more means the Character notices details like the equipment of a target, partially hidden symbols, text, wounds, Species-related elements, etc.

• **Smelling:** covers sensing and identifying smells and tracking their sources.
Smelling checks usually require an Action and their DL is 5 for easily heard sounds within 30 meters, +5 every time the distance doubles.

Passing the check by 5 or more means the Character learns the exact location and number of the source of the smell, its nature, etc.

Specialist (S): depends on the Action type
Specialist Actions cover all those tasks that require specialized training and equipment to be performed.
Characters lacking at least 1 Level in a Specialist Skill cannot help Characters taking checks in it.

• **Medicine (Mind, NS):** covers treating wounds to various creatures and using various methods.

- *Light Damage:* 10 minutes, DL 2d6 (+1, +2 and +3 for each additional Light, Medium or Severe Wound to the same Location). Treating a Light Damage does not require Resources. You recover 1 SP from the damage section and the Damage disappears after 1d6 hours.
- *Medium Damage:* 1 hour, DL 10+1d6 (+1, +2 and +3 for each additional Light, Medium or Severe Wound to the same Location), requires at least 1 adequate Common Resource or Artifact (for example 1 Portion of Cloth as bandage). You recover 2SP from the damage section and the Damage is considered Treated and converted into Light.
- *Severe Damage:* 4 hours, DL 15+2d6 (+1 for every other Light Wound, +2 for each other Medium Wound, +3 for every other Severe Wound to the same Location), require at least 1 adequate Uncommon Resource or Artifact (for example 1 Portion of Xylanta Root as antiseptic). You recover 3SP from the damage section and the Damage is considered Treated and converted into Medium.
- *Staunch Bleeding:* 1 Action, DL 1d6+1d6 per Bleeding Condition point. Requires the use of Common Resources (for example 1 Portion of Cloth as bandage).
- *Curing Infections:* 30 minutes, DL 2d6+1d6 per Infection Condition point. The Condition score is reduced by 1 for every point of success on the check. Requires the use of Uncommon Resources (for example 1 Portion of Xylanta Root as antiseptic).

Diseases and other infections have their own specific DL, treatment times and resources, while some Species (like Mecha-Suits or Shrubs) require specialized knowledge to be treated, as per their descriptions.

• **Stealth (Reflexes, NS):** includes moving unseen and picking pockets.
A Stealth check requires an Action and includes moving up to half the Character's Speed score, contested by the Perception check of those around them.
If the Perception check is successful, the Character is exposed.
Light sources, loud noises, strong smells and other factors may modify the final DL of the check.

• **Cooking (Mind, NS):** covers preparing meals to enhance their flavor, digestibility and nutritional values.
The DL, duration and necessary resources depend on the meal.

- *Grilling:* DL 5+1d6, 10 minutes, requires a fire, grants +1IS.
- *Frying:* DL 8+1d6, 30 minutes, requires a fire, a pan and a Portion of Oil, grants +1 Morale.
- *Boiling:* DL8+1d6, 1 hour, requires a fire, a pot and a Portion of Water per Portion of food, grants the recovery of 1 additional point to any System.
- *Steaming:* DL5+2d6, 20 minutes, requires a fire, a pan and a Portion of Water per 3 Portions of food, grants +1ES.
- *Roast:* DL3d6, 1 hour, requires a fire and an oven, grants the recovery of 1 additional point to all Systems.
- *Drying:* DL4d6, 3 hours, requires a fire, dried foods rot after an additional amount of days equal to the difference between check DL and Character AV.

How many Portions of food a Character can cook in one check depends on the available tools. The next Chapter lists additional food-related modifiers.

Lighting a fire with improvised tools requires a successful DL 3d6 check over the course of 30 minutes, modified by contextual factors.

• **Crafting (Mind, NS)**: this Action covers the crafting of basic Artifacts and Resources with proper tools.
The DL, duration and resource costs for crafting depend on the item a Character is attempting to build and are listed in the item's own description in ***Chapter 4***.
Repairing an item requires expending 1/4 of the building material and reduces by one rank a Light Damage, 1/3 for a Medium Damage and 1/2 for a Severe Damage, and passing a check against its Crafting DL.

A Character loses 1SP for each hour spent crafting, taken from their NS if their task is mental or ES if physical.

The Character's tools suffer 1 Light Damage every now and then: this time equals a number of hours 10 times the item's Durability score (minimum of 10).

• **Meditation (Mind, NS)**: includes the ability to enter a relaxed and focused state, to help body and spirit.

Meditation checks can be attempted to fulfill the following tasks:

- *Recovering SP:* DL 4d6 + Stressed points + every hour spent taking the check. Every hour spent on the same Meditation check let the Character recover an additional 1SP. Meditation hours are considered Resting time as per ***paragraph 3.4***.
- *Reducing Mental Disorders by 1:* DL 10 +1d6/Mental Disorders score, 4 hours duration +1 per Mental Disorder.
- *Improving Morale by 1:* DL 15 +1d6/Morale point, 2 hours duration +1 per Morale point.

When Meditating, a Character can rely only on their sense of hearing and smell.

ADVICE

The Actions listed here cover the most frequent activities your Characters will perform in a ***XENOSCAPE*** campaign.

We tried to include as many examples as possible, but should the Narrator have any issues in calling for a check we are sure that referencing this list should help to set your own DL and durations and identify the Characteristic, System and Skill for any check you may need to call for.

3.3 - COMBAT

ADVICE

Making only one \Initiative check for all the NPCs of the same type, such as a Venoraptor pack on the prowl, and having only relevant NPCs make their own Initiative check is a quick way to expedite combat.

When tensions cannot be defused with diplomacy, which on Materia seems to happen with alarming frequency, it is time to draw weapons.
In ***XENOSCAPE***, however, violence is rarely preferable: every fight, even the most insignificant, means expending resources and putting effort into it and its consequences often span much longer than Characters realize. As a consequence, ***XENOSCAPE***'s combat system is built to portray the ruthlessness of the fight for survival in a world based on realistic dynamics.
You will learn that not all fights should be fought, as well as which ones they can take and which, instead, they should leave alone.

Combat scenes are one of the most frequent Action Scenes (v. ***3.1 Scenes***).
When two parties clash, time is told by the Round, conventionally considered to be 6 seconds long: many precise things can happen in a time span that would otherwise be too short to tell.
During a Round, every involved Character and NPC takes Turns and can act only during their own turn.

When combat begins, determine Initiative for all the combatants, then during the first Round all the involved parties take their respective Turns.
When all combatants have taken their Turn, the Round ends and the next one begins.
Keep rotating through the Rounds until combat is over, which most of the time requires one of the involved parties to be routed or defeated.

INITIATIVE

Initiative is the order of Turns that determines when each combatant acts.

Each combatant makes a Reflexes check, that they can enhance spending NS, that the Narrator marks down in descending order to establish the sequence in which they take their Turn during each Round of combat.

SURPRISE

If one or more combatants sneak up on their opponents before combat begins, they can attempt to surprise them.

During this special Round, surprised combatants cannot take Actions or Reactions.

When the surprise Round is over, combat rules apply normally.

THE TURN

The Turn is the part of a Round where a single combatant acts.
A Round never lasts longer than 6 seconds regardless of how many combatants take Turns in it.

During their Turn, a combatant can take a number of Actions or Reactions equal to their Cool score.

However, every Action or Reaction after the first costs a combatant 1 Fatigue SP.

We recommend tracking SP spending, as well as taken Actions and Reactions with dice.

When a combatant takes a number of Actions equal to their Cool score, they cannot take Reactions for the rest of the Round.

During their Turn, the player declares how many and which Actions their Character takes.
Should they decide to not take any of such declared Actions, for example because the context has suddenly changed and now doing something else would be preferable, the player does not get them back, cannot change them into others and the SP spent to take them are not refunded.

Example:

Voynich, a mighty Shrub, encounters a Neurofungi colony during its travels and attempts to camouflage amidst the vegetation and to wait for nightfall to attack them.

Voyinich is successful and the Narrator decides to grant the Shrub a surprise Round before determining Initiative.

Combat begins with Voynich acting unusually first, so its player, Laura, states its intentions to the Narrator. Voynich's Cool score is 4, so during its Turn it chooses to move towards the Neurofungi (1st Action) and Attack twice with its mace (2nd and 3nd Action, paid 1ES each).

Laura wants to keep Voynich's last Action to take Reactions if needed.

However, when Voynich starts taking the Actions Laura declared, she realizes her Character would fall in a hidden pit on its way to the Neurofungi and loses the remaining two Attack actions.

Their 2 SP are not refunded and things seem to be taking a turn for the worse for the poor Shrub: more Neurofungi are drawn in by the noise!

ACTIONS

Once the player states their intentions,they determine the AV (Action Value) for those Actions and choose whether or not to spend System Points to enhance them, depending on the Action they are taking.

- Immune System: the Actions related to this System are mostly granted by Traits.
- Energetic System: all the Actions requiring physical exertion.
- Nervous System: mental, perception and concentration Actions.

The following modify SP expenses:

- Mastery: a Character can take an amount of Actions related to the Skill whom this Mastery is associated with without spending SP, equal to their Mastery score in that Skill.
- Weakened / Fatigued / Stressed: the costs to take more than one Actions increase by an amount equal to the Condition score, plus an additional 1 for every 5 points.
  This penalty lasts until all the SP marked in the respective spaces have been recovered.

The following is a short list of Actions commonly taken during combat and which System they draw from:

- ***Attack (ES/NS)***: striking at targets (read down below for additional information).
- ***Waiting (Special)***: when Waiting, a Character does not take Actions during their Turn, but can Attack, Move and even attempt to Parry ranged attacks as a Reaction.
  The player must specify which event triggers which of their Reactions, much like they would normally do, such as waiting for enemies to come within range before shooting them or wai-

ting for somebody to use an item before doing something else.
Waiting is especially useful when executing tactics in concert with a group.

- ***Help (NS):*** a creature can help another to grant a +1 bonus to a check they are taking.
  At the Narrator's discretion, the bonus the Helping creature provides is equal to their Level in any applicable Skill they own.
  A creature taking the Help Action cannot take any others for that Round.

- ***Movement (ES):*** covers moving up to the creature's Speed score.
  Movement can be enhanced spending ES to gain a Speed bonus equal to the expense.

- ***Other (Special):*** a creature can take any other Action they can physically or mental do during their Turn, whether or not it requires a check.
  Paragraph 3.2 Checks provides multiple examples.
  Should any of these Actions require a check, follow its specific rules.

ATTACKING

1. Choose the Attack's target and type
2. Determine the Attack's Action Value
3. Determine the Attack's Difficulty Level
4. Determine whether the Attack hits or misses
5. Determine Damage.

1) Choose the Attack's target and type
Melee Attacks *(Reflexes, ES)* require the target to be within arm's reach, Ranged *(Reflexes, NS)* ones do not.
Regardless of the Attack's type, the attacking creature must be able to see their target.

Then, choose the target Location (if the attack is ranged whether some Locations are not visible due to a cover element such as a plant or a stone it will not be possible to target them) to determine the check's DL (read below).

2) Determine the Attack's Action Value (AV)
the Action Value for an Attack is the creature's:

Reflexes score + any Levels in the Skill they are using to attack and any SP spent to enhance the check, ES for melee and NS for ranged.

We recommend noting down in the Combat section of their sheet the AV of the various Attacks your Character can perform.

3) Determine the Difficulty Level (DL)
the Narrator now sets the DL the Attack must meet or exceed to hit.

The DL of any Attack must stay secret - to portray combatants studying each other over the course of combat.

Target Locations have their own specific DL to be hit and it is possible to aim at smaller details that are part of a Location, although at a higher difficulty:

Microscopic (Targets smaller than 1cm): DL 30
Very Small (Targets between 1cm and 10cm): DL 25
Small (11cm to 50cm): DL 20
Medium (60cm to 1m): DL 15
Large (101cm to 2m): DL 10
Very Large (201cm to 4m): DL 5
Gigantic (401cm or larger): DL 0

The following list includes contextual DL modifiers:

- *Range:* the DL of the Attack increases by an amount equal to the distance between the Attacker and their target divided by the Range of the weapon they are using.
- *Melee:* if a combatant shoots into a melee fight, the DL for that Attack increases by 1.
- *Reactions:* +X DL if the target Dodges or Parries (read below).

4) Determine whether the Attack hits or misses: the Narrator checks the Attack's total AV comparing it with the DL; if greater than or equal to it, the Attack hits, otherwise it misses.

5) Determine Damage: if an Attack hits, determine how much Damage it inflicts to its target. To do so, add the following modifiers to the difference between AV and DL:

- *Strength:* the Strength score of the creature or their weapon's.
- *Resistance:* if any, it is subtracted to the AV-DL difference.

Check the end result comparing it with the weapon's Damage Scale (read further below). The hit inflicts a Light Damage if the resulting number falls within the first section, a Medium one if in the second or a Severe if in the third.

For additional information on weapons, read ***Chapter 4: The World***.

The Narrator then states the result of the Attack.

To sum up:

AV (Reflexes + Skill Levels + spent SP) < **DL = Failure**
AV (Reflexes + Skill Levels + spent SP) >/= **DL = Success**
(AV + Strength) - (DL+Res) = value to check on the weapon's Damage Scale to determine Damage

REACTIONS

When it is not their Turn, Characters can take a maximum number of Reactions equal to their Reactivity score. Reactions count against the maximum number of Actions per Round granted by the Character's Cool score and each one costs SP. If the Character took a number of Actions equal to their Cool score during their Turn, they cannot take any Reactions. If, for any reason, they took a number of Reactions equal to their Cool score, they cannot take Actions during their Turn for that Round.

Reactions can be taken as a response to Actions taken by another combatant or an event and are resolved first.

Unless otherwise specified, Reactions cannot be taken to Move (M) or Attack (A) unless the combatant spent their previous Turn Waiting.

Unlike Actions, a combatant is not required to declare their Reactions at the beginning of their Turn. Unless they spend a Turn Waiting, they can declare their Reactions as need arises.
Reactions cost SP the same way Actions do and can always be enhanced.

The following is a list of common combat Reactions:

- *Dodge (Rapidity, ES):* the DL for the Attack the combatant is attempting to Dodge increases by an amount equal to their Rapidity + any Levels in Defense Skills.

- *Parry (Rapidity, ES):* when Parrying an Attack, choose a Location or an item to do so and add Rapidityx2 + any Defense Skill Levels to the DL the attacker must match to hit. If the Attack does not hit, it inflicts 1 Light Damage (+1 per attacker's Strength point, -1 per defender's Res) to the Location or item the defender is Parrying with. Ranged Attacks can be Parried only if the defender spent their Turn Waiting.

- *Opportunity (Reflexes, ES)*: a combatant can take Attack Reactions without Waiting on their Turn only when their target is within their melee weapon's reach and is either standing up from the Downed Condition or taking a Movement Action.
  Opportunity Attacks can only be Melee ones.

DAMAGE

When a Location is hit, note it on the Character's sheet in the space corresponding to the Damage it suffered and then mark in the nearby box how many.

XENOSCAPE's Damage Types are the following:

- **Light Damage**: minor wounds are all considered Light Damage.
  The fifth Light Damage to a Location converts them all into 1 Medium Damage.

- **Medium Damage**: serious cuts, blunt trauma and small fractures are all considered Medium Damage.
  The third Medium Damage to a Location converts them all into 1 Severe Damage.

- **Severe Damage**: hemorrhaging gashes, compounded fractures and organ ruptures are considered Severe Damage.
  When a Location suffers 2 Severe Damage, it is considered Destroyed.

Every time a combatant suffers Damage, they lose 1, 2 or 3 IS if it is Light, Medium or Severe respectively. If the total IS lost to Damage is 10, further Damage causes an equal loss of SP from the other two Systems of choice of the player controlling the wounded Character.
Damage, in addition to every other penalties, applies the following effects:

- **Head**: Medium= Downed* Severe=Stunned* Destroyed= Death*
- **Torso**: Medium=Downed* Severe=Stunned* Destroyed*=Death*
- **Prehensile Limb**: Medium=Drop what the limb is holding* Severe=Unusable* Destroyed*=+1 Bleeding*
- **Locomotion Limb**: Medium=Downed* Severe=Unusable* Destroyed*= +1 Bleeding*.

*For additional details, read ***paragraph 3.6 Conditions***.

ADVICE

The focus on the **XENOSCAPE** combat system is on action.

Characters can take multiple Actions every Round to mirror the chaotic nature of combat and weave epic scenes together. However, gauging when to invest a resource or save it for later use, very much like what happens in the daily struggle for survival in our own world, is key in surviving Materia.

As you maybe realized by now, even the consequences of the least significant conflict can be felt for a long time and, at the end of the day, their expense may or may not be worth the gain.

In this, we hope playing **XENOSCAPE** makes you and your group think about a key truth in the fight for survival on any planet; open conflict is hardly the best solution, one that maybe works only after ingenuity and cunning have been exhausted.

Maybe.

Lastly, the combat system is meant to encourage studying one's opponents first and then strike.

Only, try not to slow the narration down too much.

What little math is required is handled mostly by the Narrator, but pencil and paper, and a calculator if they are Narrating **XENOSCAPE** for the first time, are more than enough.

For every 24 hours passed before a wound is treated, roll 1d6 on the following table.

Light Damage 1-5 = No Infection 6= +1 Infection
Medium Damage 1-4 = No Infection 5-6= +1 Infection
Severe Damage 1-2 = No Infection 3-6= +1 Infection

For additional information on wounds and resting, read ***paragraph 3.4 Recovery***.

AREA DAMAGE

When a combatant is caught inside an area of effect, such as an explosion, its Damage is divided evenly between each combatant's Location, applying armor and protections first.

Combatants caught in an area of effect can:

- Take a Reaction to attempt to leave the area, if they can take a Movement Action as a Reaction.
- Take a Reaction to take shelter or avoid the effect.
  If successful, Damage is reduced by an amount equal to their Dodge AV.
- Take a Reaction to attempt to Parry.
  The Location or item they choose to Parry with suffers the effect's Damage and any overflowing Damage is spread evenly on the other Locations.

CONSUMPTION

When a System loses half its points, the player controlling the Character can choose to spend SP from the other two when taking Actions that would cost points from the first.

Also, from now on, any further point expenditure from the former System must be noted in its specific Fatigued / Stressed / Weakened space, and the resulting penalties described in ***paragraph 3.6 Conditions*** must be applied.

GRAPPLING

To tackle a target instead of wounding them, make a Melee Attack.
If it hits, rather than inflicting Damage, both combatants are considered Grappling.

• Grappling combatants are Hindered (read ***paragraph 3.6 Conditions***)

• Grappling combatants can take Actions and make Melee Attacks against the targets they are Grappling, suffering a DL penalty equal to their opponent's Strength score and cannot Dodge Attacks from other Grappling combatants.

• A Grappling combatant can take their Actions to attempt to break free of the Grapple by passing a Body check contested by their opponent.
If they succeed, they are not Grappled anymore.

• A Grappling combatant can attempt to push, Down or inflict Damage to their opponent by passing a contested Body check.

FREE ACTIONS

Whenever a feature specifically mentions that an action can be taken as a Free Action, that Action does not count against the Character's Cool score and does not cost SP, regardless of any negative Condition the Character may be suffering from.

All combatants can communicate as a Free Action during their Round.

Unless critical for the context or involving a check, communicating does not cost SP.

3.4 - RECOVERY

Barely limped out of a failed hunt?
Crossing the desert sapped the strength of the group?
One of your companions ate the wrong plant and now their belly seems about to burst?
Worry not!
Resting can fix many of those issues.

"I'M BETTING MY RIGHT ARM, THIS TIME, THAT THERE'S NO WAY YOU CAN SWALLOW A MACROAPHID EGG WHOLE..."

A MECHA-SUIT (NOW MISSING AN ARM) RIGHT BEFORE LEARNING JUST HOW WIDE SQUAMATAS CAN OPEN THEIR JAWS

REST

Although each Species rests their own way, it is as important as eating because it is the moment to recover damage, rest the mind and Dream.

Limited Rest: this rest is optional and unless otherwise specified lasts for an hour in which the Character does not engage in activities that cost them effort or involve checks.
Sitting, laying down, meditating, eating or stocking equipment are all examples of Limited Rests activities. Over the course of a Limited Rest, a Character recovers 1 SP.
A Character can take consecutive Limited Rests over the course of the same day, to sleep and Dream.
Hours spent on a Limited Res do not count against the Character's daily resting Needs.

Full Rest: every Species requires a daily Full Rest according to their Daily Needs, otherwise they suffer a -1 SP penalty to a System of the player's choice for every missed Full Rest hour: it must be marked in the Fatigue section on their sheet.
Hours spent on a Full Rest under some form of shelter can be considered a Limited Rest for the purpose of recovering SP (read the ***Crafting*** section in ***paragraph 3.2 Checks***).

If the Character does not have any bedding or at least a Portion of Fibers to rest on, they recover 1 less SP and suffer a -1 penalty to any roll on the Dream table.

SYSTEM POINTS

When your Character loses SP, mark the loss in the appropriate section of their sheet by using a d6 or by writing it down with a pencil.

Hunger & Thirst: SP lost to hunger and thirst are recovered only by feeding.
For additional information, read ***paragraph 3.5 Diet***.

Damage & Disease: SP lost to Damage and disease can be recovered only with adequate treatment as per ***paragraph 3.2 Checks***.

Fatigue: SP lost to Fatigue are recovered over as many hours spent on a Limited Rest or Full Rest in adequate shelter.

Fatigued / Stressed / Weakened: all the above mentioned SP recovery methods can be used to recover SPs from these Conditions as well.

DAMAGES

Light Damage: A Full Rest heals 1 Light Damage to every Location, regardless of treatment.
Read ***paragraph 3.2 Checks*** for more information on Medicine checks and treating Damage.

Medium Damage: requires a Medicine check and a Full Rest to be converted into a Treated Light Damage.
Additionally, the Character recovers 1SP.

Severe Damage: requires a Medicine check and a Full Rest to be converted into a Treated Medium Damage.
Additionally, the Character recovers 1SP.

THE DREAM

For some, the dream is the true reality, for others a gateway to other worlds.

All living beings on Materia dream, even synthetic and vegetal life forms, and oneirophants spend their lives in the attempt to gleam important information from their many hidden folds.

When a living being sleeps for at least 2 hours, they can roll 2d6 on the Dream table, with a penalty equal to their Stressed score, an additional -1 if sleeping without proper bedding and another additional -1 for every other Dream table roll made in the last 24 hours.

#	EFFECTS
- 5 or less	**Lost in the Dream**: the Character is Comatose.
- 4	**Cardiac Arrest**: the Character does not recover SP and all their Systems lose 2d6 when they awake.
-3	**Dreaming Void**: the Character does not recover SP, cannot roll on this Table until they recover and suffer +1 Mental Disorder.
- 2	**Visions of Death**: the Character does not recover SP, suffers +1 Mental Disorder and -1 Morale until they get a Deep Sleep result or better.
-1	**Terrifying Nightmares**: the Character does not recover SP and suffers +1 Mental Disorder.
0, 1	**Troubled Sleep**: the amount of hours the Character requires to benefit from a Full Rest increases or decreases by 1d6 and suffers +1 Mental Disorder.
2	**Recurring Nightmare**: the Character does not recover SP, suffers a -1d6 penalty to roll on this table until they recover from the shock and suffers +1 Mental Disorder.
3	**Disturbing Dreams**: the Character does not recover SP.
4	**Difficult Sleep**: the Character recovers 1 less SP.
5, 6, 7, 8, 9	**Deep Sleep**: no effect.
10	**Regenerating Sleep**: the Character recovers 1 extra SP.
11	**Good Omens**: for the rest of the day, the Character receives +1 Morale.
12, 13, 14	**Minor Premonition**: you can ask a non specific "yes" or "no" question to the Narrator, the answer could be delivered through metaphors or symbolic visions.
15	**Dreaming Message**: the Character can send a sentence-long message to a creature they have seen at least once, who will dream it in their next sleep.

#	EFFECTS
16	**Waking Slumber:** during their sleep, the Character is conscious of their surroundings and can communicate with others or perform labor intensive tasks.
17, 18	**Medium Premonition:** you can ask a question to the Narrator that they must answer with a single sentence. Your Character dreams the answer as metaphors or symbolic visions.
19	**Far Seeing Inspiration:** for the rest of the day, the Character is Focused on the checks made using any one Skill of their choice.
20	**Dreaming Alignment:** for the whole duration of their sleep, the Character can see a place from a static point of view within an amount of kilometers equal to their EF.
21	**Control Dreams:** the Character can impose a penalty equal to half the SP they spend on the next Dream table roll any creature they have seen at least once roll. The target suffers the penalty the next time they sleep.
22	**Major Premonition:** you can ask the Narrator a question they must answer extensively. Your Character learns that information through metaphors or symbolic visions.
23	**Seventh Sense:** for the rest of the day, the Character cannot be surprised and reduces all negative Conditions by 1.
24	**Dream Over Matter:** the Character can wish one of the following, which manifests when they wake up, but they need to rest for an additional 1d6 hours to gain its benefit. -Duplicate or destroy 1 Common or Uncommon Artifact/Resource/Food. -Inflict or heal 1 Medium Damage to a creature they have seen at least once. -Alter the weather for 24 hours. -Grow or wither vegetation or slightly change the terrain over an amount of kilometers equal to their EF.
25, 26, 27, 28, 29, 30	**Oneirometempsychosis:** at any moment, you can choose to have your Character repeat the last 6 seconds of their life. They suddenly wake up to the realization that what they were living was just a dream. The Character is also Distracted for 1d6 Rounds. Further uses of Oneirometempsychosis require the Character to reach this state again.
31 +	**Mantamorphosis:** the Character transforms into an ***Oneirophage Manta*** (read ***Chapter 2*** in the ***Text of Creatures***).

ADVICE

The Dream is perhaps a Materian's only escape from dreadful reality and one of the few realms where the supernatural is a welcome shelter against the all too real everyday struggle for survival.

The Narrator should dedicate particular time and effort to describe dreams and premonitions, weaving them with elements from the Characters' own backstories or the context they come from, reused and deformed as necessary.

Dreams are key adventure components that convey key plot information, mislead the group and make any game session more immersive.

3.5 - DIET

Feeding is a constant for all life in the universe and this paragraph covers its rules for Materians.

ADVICE

In most roleplaying games, the group only has to worry about having food or not, without delving into too much further detail than that.

In ***XENOSCAPE***, given the importance of biology, when to feed and how much becomes an integral aspect of managing the resources available to a Character.

Narrators should always devote time in a session to allow players to choose where and how to have their meals, in order to deliver the fundamental sense of precarious urgency required by this setting.

DAILY NEEDS

Every Species lists what and how much food they require each day to not suffer penalties.
A Portion of Food is enough to provide sustenance for any tangible length of time.

The next Chapter lists all the Food types found on Materia and any necessary details.

Food eaten < Daily Needs = -1SP to any System, must be noted in the hunger section.
SP lost this way can be recovered only by meeting one's Daily Needs.

Food eaten ≥ Daily Needs = no penalty.

Food eaten ≥ 3x Daily Needs = -1ES, must be noted in the fatigue section.

WEIGHT

Access to food alters the Character's body weight, to the following effects.

Gaining Weight: if a Character eats three or more times their Daily Needs for at least four days in a week, they gain 1Kg (an additional +1Kg if they eat four times their Daily Needs and so on).
Every time the weight of a Character exceeds their ideal weight by 1/4, they lose 1 Reflexes point.
Modify the System pools accordingly.
This loss is recovered by returning to the Species' ideal weight.

Losing Weight: if a Character eats half or less their Daily Needs for at least four days in a week, they lose 1Kg (additional -1Kg if they eat a third and so on).
Every time the weight of a Character decreases by 1/4 of their ideal weight, they lose 1 Body point.
Modify the System pools accordingly.
This loss is recovered by returning to the Species' ideal weight.

FEEDING

Unless otherwise specified, a Character eats a Portion of Food over the course of 2d6 minutes. Substances with the Nutrient property provide sustenance that satisfies the Character's Daily Needs.

The Character's proficiency in the ***Cooking Skill***, detailed in ***paragraph 3.2 Checks***, and the raw resources listed in ***Chapter 4***: ***The World*** may further modify the properties of food.

Lastly, every time a Character eats raw food or drinks non purified water they must roll 1d6.
On a result of 1, they must pass a IS 1d6 resistance check against an Intestinal Disease (read ***paragraph 4.4 Natural Hazards***).

3.6 - CONDITIONS

The following is a list of the Conditions creatures can suffer from in ***XENOSCAPE***.

The effects of Conditions marked with (X) scale with the number between parentheses.

Bleeding (X): for the duration, the Character must spend X IS at the beginning of each Turn and mark them in the Damage section.
Bleeding can be healed by Medicine checks (read ***paragraph 3.2 Checks***).

Blind: a Blind creature cannot take Perception:Observation checks and can attack only targets of which they know the position, at a -5 penalty.

Comatose: Comatose creature is under the effects of the Unconscious Condition but cannot be resuscitated without advanced medical care (read ***paragraph 3.2 Checks***).
A Comatose Character still requires nourishment.

Deaf: a Deaf creature cannot take Perception:Listening check and is Distracted on Initiative checks.

Death: when a Character dies, their journey ends. Time to make a new Character.
A corpse is still edible for 24 hours before rotting if not preserved properly.

Destroyed: a Destroyed Location is damaged beyond repair, amputated or shattered in pieces. Locations behave uniquely when Destroyed:

- **Head:** the creature dies
- **Torso:** the creature dies
- **Prehensile Limb:** suffers the Unusable condition and +1 Bleeding
- **Locomotion Limb:** suffers the Unusable condition, +1 Bleeding, the creature's Speed is halved. If the creature loses enough locomotion limbs to not be able to move, they suffer the Hindered condition.
- **Miscellaneous Limbs:** suffers the Unusable condition and +1 Bleeding.

Distracted: Distracted creatures cannot spend SP to enhance Actions.

Downed: a Downed creature is knocked prone and must take an Action to stand back up.
When they do so, any adjacent hostile combatants can take Reactions to attack them even if they did not spend their Turn Waiting.
Downed Characters suffer a -5 penalty to attack, while melee Attacks against them receive a +5 bonus.

Fatigued / Weakened / Stressed: these Conditions increase the SP cost of ES, IS and NS Actions respectively by 1 +1 every 5 points.
The cost increase is removed when all the SP lost in this way are recovered.

Focused: *when calculating the final AV for a check, the Narrator must tell the player controlling Character Focusing on that check whether or not it is a success.*
If an Action would result in a failure, the player receives an additional chance to enhance it before resolving it.

Hindered: for the duration, the Character cannot take Movement Actions.

Immobilized: for the duration, the Character cannot take Actions or Reactions that can be enhanced with ES.

Infection (X): the target Location suffers X Light Damage and +1 Infection every 24 hours.
Infection is treated with Medicine checks (read ***paragraph 3.2 Checks***).

"WHAT DO YOU MEAN BY 'ALIEN'? CREATURES FROM OTHER WORLDS? WHY USE SUCH AN EXOTIC TERM FOR BRETHREN WHO SIMPLY LIVE IN ANOTHER DREAM?"

DIALOGUE ON THE NATURE OF LIFE WITH A NECROCORDICEPS

Mental Disorders: when a Character suffers +1 Mental Disorder, their player or the Narrator choose or randomize a disorder from the ones listed here. As long as the Character is suffering from any of these disorders, their player must roleplay them accordingly.
When a Character's Stressed counter increases, they must spend as many Actions as your Mental Disorder score every Round acting it out, plus one additional Action for each Mental Disorder they got.
Mental Disorders are treated with Meditation checks (read paragraph 3.2 Checks).
The Narrator can either choose or roll 2d6 on the following list:
2) Compulsion: the Character feels an obsessive need for something.
3) Phobia: the Character is irrationally scared of something very specific.
4) Schizophrenia: at times, the Character's personality swings dramatically.
5) Depression: the Character tends to inactivity and takes an increasingly pessimistic outlook on life.
6) Bipolar Disorder: the Character swings between episodes of intense activity and deep depression.
7) Amnesia: the Character loses memory of significant lengths of time.
8) Sleep Disorder: the Character requires more time to fall asleep or suddenly does so in stressful situations.
9) Addiction: the Character experiences withdrawal when a specific condition is not met, such as taking a specific substance, seeing a specific person or fulfilling specific tasks.
10) Eating Disorder: the Character either eats too much or not at all.
11) Fit of Rage: when under heavy stress, the Character lashes out in anger.
12) Hallucinations: the Character hallucinates.

ADVICE

Psychology is a hallmark of many living species; conditions such as Mental Disorders aren't but examples of character particularities inspired by those you can find in the real world but which should not be understood negatively.

They rather should customize each character and make their interpretation unique: some themes should be dealt with care and if in such a way these conditions should prove uncomfortable for anyone, it is always possible to not use them and / or consider only their mechanical effects on the rules.

Morale (+/-X): for the duration, the Character receives an X worth bonus or penalty to all checks.
If a duration is not specified, the Morale modifier ends when the Character takes a Full Rest.

Pain (X): this Condition is applied only to individual Locations.
The Character suffers a -X penalty to Actions taken employing the limb in Pain.
Locomotion limbs reduce the Character's Speed by X when in Pain.

Scared: for the duration, the first Action a Scared Character takes each Turn must be spent moving away at full Speed from the source of this Condition.
Scared Characters are Distracted on checks concerning the source of the Condition.

Stunned: for the remainder of the Round, the Character cannot take Actions or Reactions.

Treated: Treated Damage improves by one step every 24 hours. The Character also recovers 1 SP marked as Damage.

Unconscious: the Character is Downed, unconscious and cannot take Actions or Reactions until they are resuscitated by somebody else who takes an Action to wake them up.

Unusable: for the duration, Unusable Locations cannot be employed to perform tasks or make checks.

As previously stated, I hope my words did not lead you to the false assumption that Materia is inhabited only by savage brutes and mindless beasts, incapable of banding and condemned to be lonely individuals out for food and blood.

Even though organized examples are few or not fully matured, in my travels I met different groups, some united by blood and others by purpose. Each one stands out in its unique traits and is defined by original customs.

In order to not be caught unprepared when faced with these realities, allow me yet another digression to educate you on what my circuits elaborated during an entire operative cycle. Thus, I hope to spare you embarrassing moments or, much, much worse, fatal mistakes.

Strata

"Urban" realities are exceedingly rare in Materia; after all, the many conditions that make maintaining a settlement on this world almost impossible are beyond count and well known. Yet, in a few well protected recesses of the surface, there is a chance for settlements to thrive, becoming known far and wide by the (mostly exaggerated) tales and legends of wealth and prosperity, fabled destinations for those hungering for a quiet and settled life... or wealth and power. In my experience, the number of such travelers who succeed in reaching their mythological destination is low and that of those who turn into hard earned reality the fables they were chasing are even lower.

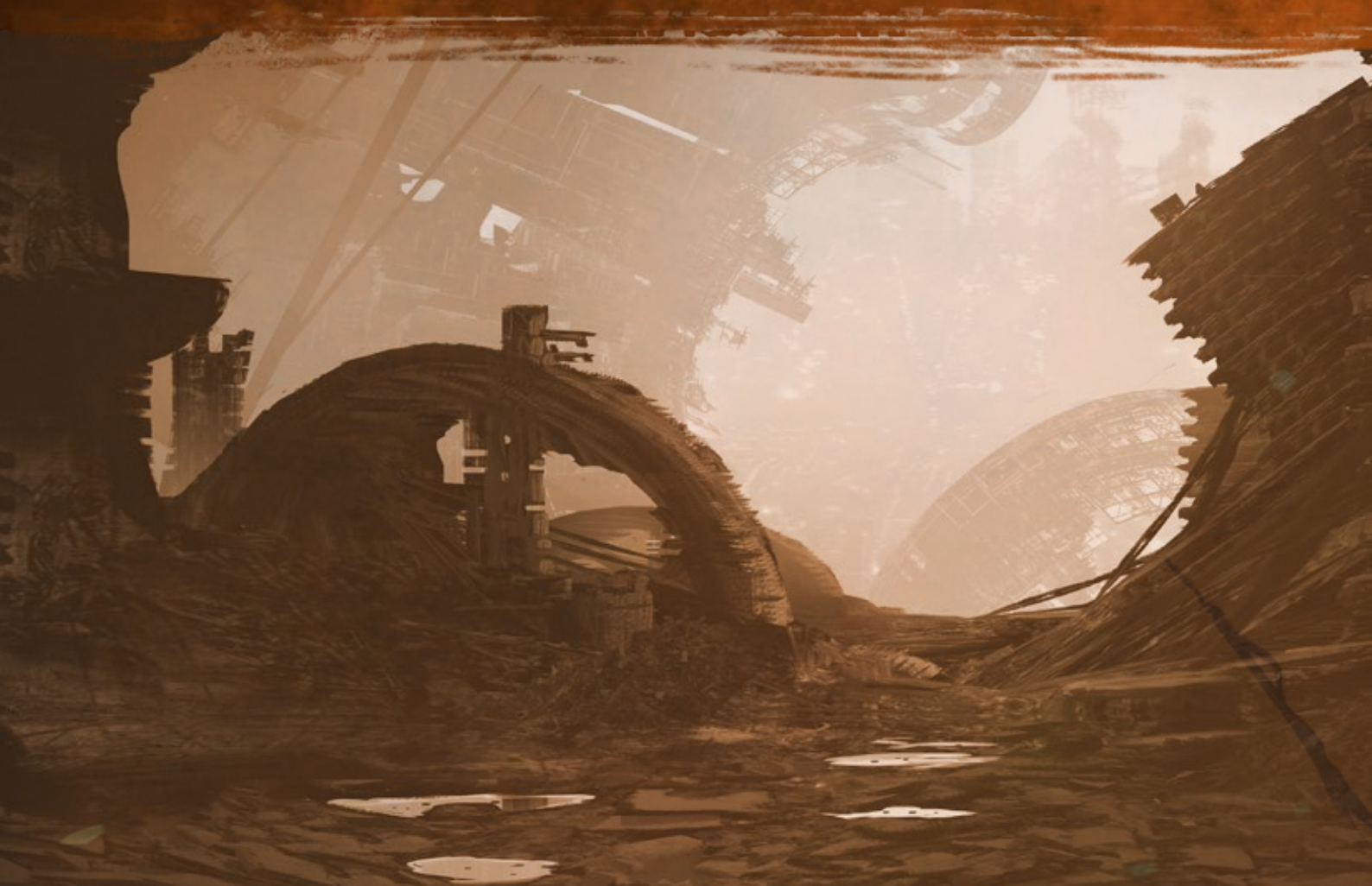
This is the case of Strata, the living city, where everything is possible and anything ever appearing on the surface of Materia can be somehow found. "If you cannot find it in Strata, it does not exist" its people and traders who stopped there at least once use to say. This organism teeming with multi-ethnic life has uniquely developed inside the wreck of a reactor of cyclopean proportions that belonged to the ancient human empire, while others say that colossal carcass was the turbine of an ark class space vessel, then settled by Strata's earliest colonists as it provided both shelter and a wealth of precious resources to exploit.

Strata is not easily found, for its position is not common knowledge and even passing in close proximity to its walls one would not notice it if they did not know it was there. Only half of such a grand metal structure protrudes from the ground, near an immense mountain but so covered in vegetation that it is barely distinguishable from a local hill. A hill whose proportions defy scale.

As unlikely to find as it is, this has not deterred many different peoples to go after it in numerous migrations over the centuries, usually reabsorbed into new districts after initial conflicts. To this day, the numerous stratan environments are free to evolve their own architecture and layout although, in spite of its enormous size, space seems to be in ever shorter supply, as overpopulation forces numerous new residents to build pensile levels both in height and depth, underground, discovering new, forgotten sections of the wondrous ancient artifact.

Strata is divided in wildly diverse districts, each thriving with its own culture.

Usually, competition between them is purely commercial, as stratans realized in a remote past that violent resolution of conflicts would have brought nothing to anybody involved, and eventually accepted forced coexistence. The city is ruled by an ever changing council formed by the representatives members of its districts, whose halls gather the representatives of multiple organizations, cults and guilds. One can hire professionals of all manners and find unique working propositions: from street sweeping to walls guarding;



from the district diplomat to farming shrubs. Every district of this Babel-like city has its own rules, but there is one that, although among the most recent pushed by the council, soon became a necessity everyone had to respect: every citizen can consume only a certain amount of materials from the hull of Strata. Such rationing, Stratan leaders believe, is meant to stave off the excessive weakening of the dome, already taxed by decades of unregulated salvaging. The individual sanctioned salvage quota is based on birth or social privileges and today few can claim any significant exploitation rights, although it still is possible to obtain

such concessions if one knows the right people in Strata's various communities.

Among the Stratan legends known all over Materia, the best known is also one of the few to be somewhat true. Stratan climate is always warm and comfortable, even in the coldest months, thanks to an exceedingly powerful and still active energy core lost deep underground. Traces of this power and its origin are still present in the deepest and still unexplored recedesses, where the dregs of society dwell, the government of the upper districts is but a faint memory and only the bravest dare venture...

The Endless Army

The closest Materia calls to an army is an immense state organized in rigid, perfectly synchronized castes, aptly known as the Endless Army. No Rhapsode has even quantified the teeming masses that form such a titanic body. No group or species has ever stopped its relentless advance.

The Endless Army is, perhaps, the vastest arthropoid hive on Materia, born in a region devoid of any predators that favored its boundless expansion. To the present day, it has conquered swathes of land, so much so that it is thought to be impossible to find its birthplace or even its geographical center. The organization of this cyclopean colony is ironclad and its members toil in unison, countless bodies united in one being and bound by the same superior will. "Mutants" that developed free will have no place there, immediately put down at the first signs of personality.

I was allowed to visit that place and drew conclusions of my own on the nature of this endless social network, so vast even the overwhelming majority of the arthropoids that belong to it do not have a clear perception of who rules over them. I am led to believe that such an immense organization is overseen by a queen of unprecedented size and fertility, capable not only of ensuring the continual growth of her people, but to even lead it via inordinately powerful pheromones.

Even more outlandish, however, is another conclusion of mine. As much as the vastness of the space it holds proves tracing its borders to be almost impossible, I am of the advice that the advance of the Endless Army shall never stop, inching day by day in the surrounding lands. Slow, but relentless, like a geological phenomenon. Adapting its territory ever so constantly and slowly, billions of drones shape chitin into new infrastructure and posts lead by the utmost obedience, gaining land by the day. The Endless Army slave-citiziens toil day and night, working themselves to death until a new generation of drones and soldiers takes their place. The goal driving such ruthless expansion is still a mystery, although the militaristic nature of this metropolis-state is beyond any doubt, as it wields a military so vast and powerful it is second only to the Infestation cult.

Should such a force ever move against the rest of the living, perhaps only the ancient and legendary human weapons of war, now lost to the everyday world, could contain its wrath.

The Great Family

At times, bonds stronger than "simple" survival lead Materians to unite, such as the case of the Great Family, a society of shrubs all mutually related.

The seeds these plants evolved over the centuries caused their genetic traits to mingle, ensuring that, to some extent, all its members are related in a "sap bond" that can at times take a physical resemblance in the hue of their blooms and other traits. Members of this species share an affinity that allows them to recognise even total strangers as their own kin, a bond so strong and primal it can bring together in communion shrubs from rivaling factions too. All brethren members of the Great Family are supportive, sharing help when needed and even vital resources such as water or nourishment. Beyond the wish to protect their kin, shrubs from the Great Family do not seem to share a common goal outside expanding their kin through as much hybridization as possible.

Should a shrub ever set out against or harm a member of their Great Family, they would be excluded from the family gatherings invoked when multiple members find each other in the same vicinity, attracted by the smell of the blooms of a "relative" or the need to share information. For many, being excluded is not just a reason for shame, but truly a death sentence, as every other member of the Great Family turns their backs on the traitor, now seen as a "dead branch". How they become aware that another shrub is a dead branch I know not, but I am aware that this kin is capable of communicating even over enormous distances and I suspect this capacity of theirs is way more potent for shrubs belonging to the same Great Family.

Well known are the impromptu celebrations wherever many shrubs of the same Great Family find each other, allowing tense situations to evolve into festivities featuring dance and song! As an example, the blooming rituals are widely known and believed to be the peak of a shrub's life, where new and thriving gardens spring to life in spectacular group celebrations with unique sights and smells.

There are extremist fringes who preach the total return to their vegetable state and the litteral embracing of the earth. Their ideals focus on a great return of plant life all over the planet, snuffing out that unusual evolutionary annoyance called conscience.

Rhapsodes

In a world where writing is lost and even believed to be blasphemous by many, whose is the burden of gathering and spreading knowledge? The Rhapsodes, the name those wandering artists who tell stories and legends are called, are not an actual, centralized organization.

However, most of them follow an ethical code of sorts, framing them more as a nomad guild, rather than an actual society: do not slander the name and stories of another Rhapsode, help another Rhapsode who fell on hard times, do not encroach in the "square" of another Rhapsode, always conclude your exhibitions and works of art no matter the cost, never willingly cast shadow on another Rhapsode, never allow writing to cause the living stories to wizen and rot, never refuse an exhibition with another Rhapsode, always narrate the truth your audience wishes or needs to hear.

These are but a small number of the many precepts these wandering artists follow, based on mutual respect and the spreading of culture through as many languages as there are sentients on Materia. However, as it

is widely known, dominion over information entails, as well control over the narrative, allowing them to collapse governments, spread useful but false beliefs, hide key information and halt the progress of entire populations only to drive them to extinction at the hands of better organized invaders. In short, rhapsode morals at times have proven highly debatable, so anything one can learn from them should be thoroughly verified before being put to use.
There is no proper initiation rite: anybody can claim to be a rhapsode and will eventually come into possession of the knowledge of this non-written code through their personal experience and contact with more experienced rhapsodes.

Artists or evildoers, storytellers or masters of subterfuge, whatever you want to call them, rhapsodes are Materia's living cultural soul and many of my works are not just the fruit of my own experiences, but the tales I was told by these wandering artists during my travels. Hence, allow me to introduce you to the best known rhapsode song, the hymn to the demon, the one that best captures their spirit.

Under the moons
and in the heart
intoxication descends
charms from the start

Take me now
claw at me, sudden
your gospel will flow
your fire embolden

The Gathering of Scales

The day will come when reptilians will rise. Rumors about this theory take turns on the arid lands of Materia and, according to most, hold some kernel truth.

Rumor has it that there is a secret society, the Gathering of Scales, that welcomes only squamata in its fold and would be ready to take the reins of the fate of every sentient society on the planet. For the members of such an extremist group, the remains of the ancient human civilization do not seem to be a mystery and they claim the right to exploit every technology on the planet, for they belong to an ancient evolutionary branch predating the arrival of humanity. And now, they say, squamata prepare to return to their ancient glory, now that humankind has met extinction.

Their pragmatic take on life, their superior physical strength and innate resistance to the whims of passion are what makes them greater, or so they say, destined to rule over every society... and some believe they are already hard at work on such a goal.

Squamata are by default individualists, but it is well known that they regularly gather to engage in complex reproduction rituals performed in well hidden locations, leading many to believe that it is in these occasions that they share knowledge and information. The growth of their corpus of accumulated knowledge as well as their numbers seems to have promoted a society devoid of specific borders or holdings, but capable of expanding in a granular fashion. Every member carries the culture of all the others, though unbound by the unwieldy nature of a sedentary 'nation', a fertile ground for gathering of scales theories to grow. At present, we do not know how many of these rumors are tolerated, or even actively spread, by the Gathering itself.

Rhapsodes say that one day the scales will join together, pushed by the members of the Gathering, and will show to all Materians what does it mean to sit at the apex of the evolutionary chain. How this will happen, however, is still unclear; maybe the call of a great leader or the unleashing of a forgotten technology that

CHAPTER 4 - THE WORLD

Of plants, territories and unique artifacts that you can only find on Materia.

4.1 - RESOURCES

Materia is as ruthless as it is resourceful and the Sentient Species learned to use its gifts.

Resources are ***Inorganic***, ***Plant-based*** or ***Animal***, of ***Common***, ***Uncommon***, ***Rare*** or ***Unique*** rarity.

Character Creation:
During Character creation, a player can spend Equipment points at the following rate:

1= 1x Common Artifact / Food / Resource
2= 1x Uncommon Artifact / Food / Resource
4= 1x Rare Artifact / Food / Resource

A NOTE: A Character can only find Unique Resources during play.
They cannot be purchased during Character creation.

Understanding Resources

Name: the Resource's common name.

Rarity: lists how hard the Resource is to find.

Weight: the weight of a Resource Portion.

Gather: the DL of Perception checks needed to find a Resource Portion and over how much time. When one such check is failed by 5 or more points, determine a random encounter from those available to the terrain the Resource is found in.

Crafting: a Crafting check is needed to obtain some Resources. If referred to plant resources it sets times (which cannot be shortened) and cultivation methods.

Description: provides information about the Resource's appearance.

Properties: lists the Resource's effects, such as the following:

- *Durability (X):* the time before an item begins suffering Damage from prolonged use is multiplied by its Durability score.
- *Bonus/Penalties:* the modifiers applied to items crafted with such Resources. When used to craft weapons, they apply a permanent -X modifier to its Damage Scale.
- *Piercing (X):* a weapon ignores X points of the target's Res on a hit.

ANIMAL RESOURCES

This section includes commonly used resources of animal origin.
The description of the creatures they are obtained from can be found in the ***Text of Creatures***.

common	uncommon	rare	unique
Bones	Burning Bug	Chitin	Gravitational Crystal
Cloth	Carapace	Electrosphere	Neutronium Eye
Fibers	Magmatic Egg	Fairy Bile	Radcore
Ground Leeches	Mur Blood	Hallucijuice	
Hides	Pneumobomb	Rebirth Marrow	
Reptilian Scales	Primordial Adrenaline		
Verminoid Slime	Time Crystal		
	Venerin		

INORGANIC RESOURCES

This section includes all the inorganic materials and their properties.

common	uncommon	rare	unique
Chemicals	Acid	Echo Crystals	Metamaterial
Clay	Ceramic	Glass	Starmetal
Common Stone	Fire Powder	Metallic Alloy	
Water	Simple Metal	Oil	
		Plastic	
		Precious Metals	
		Precious Stones	
		Salt	

PLANT-BASED RESOURCES

This section includes the various plant-based resources used on Materia.

common	uncommon	rare	unique
Bedding	Devils Hickory	Noctilucae Infusion	Dark Lotus
Cloth	Fungotoxic Cultures	Dark Fruit	First Spore
False Dream	Lenitive Ointment	Healing Sap	
Fibers	Morpheus' Bud	Smoking Maxxhecate	
Gateshroom	Nightmare Spear		
Howling Tuber	Xylanta Root		
Resin			
Sweetgrass			
Tantar Leaves			
Thermostatic Ivy			
Wood			

RESOURCE DESCRIPTIONS

ACID

Rarity: Uncommon **Weight:** 0,1Kg **Gather:** DL 12+2d6, 3 hours
Description: liquid acid is powerful enough to melt most materials. Materia features numerous different acid types and even whole acid lakes.
Properties: acid inflicts 1 Light Damage every Round of contact, for 1d6 minutes, to anything not mineral-based.
To neutralize it, pour a Portion of Water on it as an Action.

BONES

Rarity: Common **Weight:** 0,5 Kg **Gather:** DL 3d6, 2 hours
Description: The hard bones of vertebrates are often used in buildings and many common Artifacts construction, as they are easy to find and sculpt.
Properties: sculpting Bones requires 1 Tool (Chisel) and a Sculpture check.

BURNING BUG

Rarity: Uncommon **Weight:** 8g **Gather:** 4d6, 8 hours
Description: these hexapods hide under solid lava and, when crushed or pressed on their belly, emit sparks. They are commonly used to light fires and are raised in jars or bags.
Properties: as an Action, a creature can use one to light a fire.
A Burning Bug consumes 1 Portion of food; otherwise, it dies within 1d6 days.

CARAPACE

Rarity: Uncommon **Weight:** 1Kg **Gather:** DL 3d6+3, 3 hours
Description: larger Materian insects are armored in thick exoskeletons that, once harvested and cleaned, can be turned into armor and other artifacts.
Properties: Artifacts made of carapace gain Res: +2. Sculpting carapace requires a Tool (knife) and a Weaving check.
The DL of that check increases by +1 and it requires 2 additional hours of work.

CERAMIC

Rarity: Uncommon **Weight:** 0,5 Kg **Crafting:** Sculpture DL 3d6, 1 hour, requires 1 Portion of Clay and 1 Tool (oven).
Description: ceramics is a precious material used to make pottery and other art pieces.
Properties: ceramic Artifacts have Res 1 and grant a +1 bonus on Interaction checks.
The DL to craft ceramic items increases by 3 and the crafting time by 2 hours.

CHEMICALS

Rarity: Common **Weight:** 2g **Gather:** DL 4d6, 2 hours
Description: almost every element of the periodic table is available on Materia, either in natural or in refined form.
Properties: vary from element to element.

CHITIN

Rarity: Rare **Weight:** 0,5Kg **Gather:** See the ***Arthropoids*** in the ***Text of Creatures***
Description: produced by Arthropoid glands, this amber-looking material is prized for its resistance and is used in weapon making by the few who know how to work it.
Properties: chitin Artifacts gain Durability +3, a -1 bonus to their Damage scale and Piercing +2. Chitin does not require tools to be sculpted, but a Sculpture check within 2d6 hours of its extraction against DL+5.

CLAY

Rarity: Common **Weight:** 1Kg **Gather:** DL 3d6, 1 hour
Description: clay is an easily shaped mineral resource. When hardened inside an oven, it becomes terracotta and is often used to craft containers.
Properties: clay is sculpted with a Tools (lathe) and the Sculpture Skill.

CLOTH

Rarity: Common **Weight:** 0,5Kg **Crafting:** Tailoring DL 3d6, 4 hours, requires 2 Portions of Hides or Fibers and a loom.
Description: fabrics come in all shapes and types, both of animal and plant origin and are obtained by weaving fibers together and often used in making clothing and tools.
Properties: working Cloth requires a loom and a Tailoring check.

Dark Fruit

Rarity: Rare **Weight**: 0,2Kg **Gather**: DL 20+2d6, 8 hours (only at night)

Description: these shiny, dark, fractal fruits form in moonless nights and wither as soon as the Great Destroyer shines again, making them highly prized.

Properties: a creature ingesting a Dark Fruit loses all appetite for the next 10+3d6 hours, vomiting any food they ingest and suffering any penalties from not satisfying their Daily Needs.

For half the duration, the creature can see in darkness and gains a +1d6 bonus to Stealth, Attack and Defense when in the dark.

Dark Lotus

Rarity: Unique **Weight**: 2g **Gather**: DL 30+2d6, 24 hours

Description: this flower is the most poisonous plant on Materia, killing at mere contact and causing extremely fast necrosis. The flower dies during the process and a new lotus forms after decades in the poisoned and decaying corpse of its last victim.

Properties: organic beings coming in contact with a Dark Lotus must pass a 6+1d6 IS resist check or suffer 1 Severe Damage every Round for 1 Round per point they failed the check. If the Location that touched the Dark Lotus is Destroyed, the effect spreads to another one, randomly determined, and the flower dies. After 2d6x10 years, a new Dark Lotus is born from the corpse.

Devils Hickory

Rarity: Uncommon **Weight**: 5g **Gather**: DL 10+3d6, 4 hours

Description: spawned by desert plants, this nut is a powerful dissociative agent used to achieve lucid visions, although it is known to cause severe damage to the organism.

Properties: a creature eating ground Devils Hickory is Distracted for 1d6 Rounds and then Unconscious for 1d6 minutes if they fail a IS 1d6+2 resist check or Comatose if they fail it by 3 or more points. For the duration, if the creature Rests and receives a premonition as a result of a roll on the Dream table, they receive an additional one. When the effect wears off, the creature is Distracted for 1d6 hours.

Echoing Crystal

Rarity: Rare **Weight**: 1Kg **Gather**: DL 10+4d6, 6 hours

Description: these rare sound amplifying crystals are frequently used by Quadripoids to enhance their senses.

Properties: any sound emitted while in contact with an Echoing Crystal is 1 rank louder. Quadripoids touching Echoing Crystals can sense over twice the distance, doubling again every 1d6 hours of contact.

Electrosphere

Rarity: Rare **Weight**: 0,5Kg **Gather**: See the ***Powervore*** entry in the ***Text of Creatures***

Description: these 30cm spheres that grow on the back of Powervores keep any charge they had when extracted and manifest it as frequent electrostatic arcing.

Properties: Electrospheres emit intermittent light within 3m. When thrown, they break on impact causing a High Intensity discharge within 1d6+4m (read ***paragraph 4.4 Natural Hazards***) raising all body hair of targets caught in the blast.

Fairy Bile

Rarity: Rare **Weight**: 2g **Gather**: See the ***Fairies*** description in the ***Text of Creatures***

Description: this organic compound extracted from warm Fairy corpses is the most powerful dream amplifier in nature.

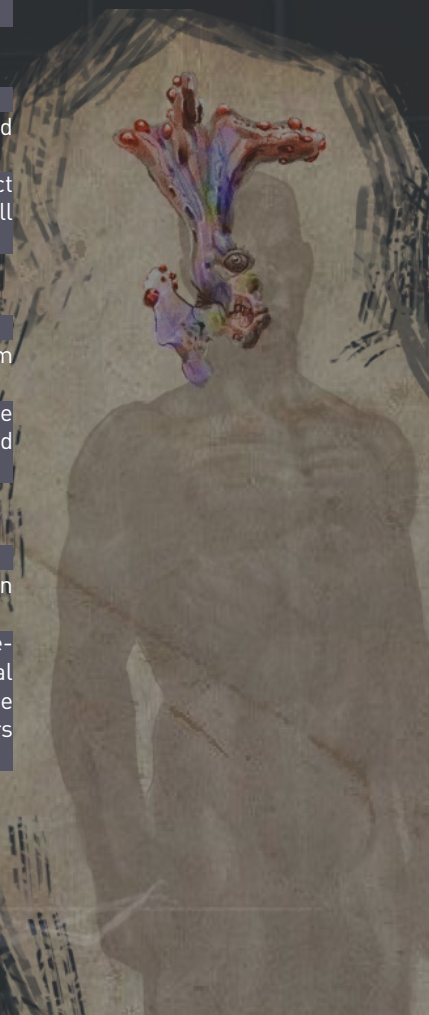
Properties: when ingested, roll 1d6. On a 1 or 2, the imbiber cannot sleep for 2d6 days, otherwise they are Distracted for 3d6 hours in which they can roll 4d6, instead of 2, on the Dream table and choose the two best results.

False Dream

Rarity: Common **Weight**: 1g **Gather**: DL 4d6, 2 hours

Description: this bluish moss that grows in dark and humid places is one of the most used drugs on Materia and is known for causing its abusers to lose themselves in their dreams.

Properties: a creature smoking False Dream is Distracted for 1d6 hours. For that duration, they recover an additional 1 SP every Rest and suffer a -1d6 penalty on Dream table rolls and an additional -1d6 for each additional assumption in the last 7 days. Every 30 minutes under the effect of False Dream, the imbiber must pass a 1d6 NS resist check or fall asleep and suffer +1 Mental Disorders (False Dream addiction) each time they wake up.



First Spore

Rarity: Unique **Weight:** 10g **Gather:** DL 10d6, 24 hours

Description: every Neurofungi tribe is born of a First Spore that expanded and replicated into the whole colony. It resembles a mold covered bulb holding a brain-like structure that hums with bio electricity.

Properties: if fed 1 Portion of Water every week for 3d6 weeks and if any Sentient or Non-Sentient life form spends at least 8 hours every day within 1m, it evolves into a ***Supreme Neurofungus*** and halfway through its development it begins spreading spores (read ***Text of Creatures***). The growth time of a First Spore decreases by 1 day for every 4 hours it spends exposed to a Medium or higher electromagnetic source (read ***paragraph 4.4 Natural Hazards***).

Fibers

Rarity: Common **Weight:** 0,3Kg **Gather:** DL 2d6, 30 minutes

Crafting: Herbalism DL 3d6 + 6, 5d6 + 20 days, requires 1 Portion of Seeds and 1 of Water (+1 every day) to grow a specimen that provides 1d6x Portions.

Description: animals and plants produce fibers that can be refined into fabrics, fuel or bedding.

Properties: -

Fungotoxic Cultures

Rarity: Uncommon **Weight:** special **Gather:** DL 5+4d6, 5 hours

Description: these fungi develop a symbiotic relationship with their host. Although each fungal strain, detailed below, grants their host unique boons, they are still parasites and, if not contained, will consume the creature.

The same Location can be infected with only one strain. If two different strains infect adjacent Locations, the one that has infected more host Locations replaces the other and its effects within 1d6 days. If both strains infect the same amount of Locations, they coexist.

Adrenal: this fungus strain infects a life form if they spent more than 1 minute in contact with it and failed a 3 IS resist check.

The host can attempt to defeat the infection to a Location making a 5 IS resist check once every 24 hours for the first 1d6 days only.

When a creature is infected with Adrenal it develops these traits after 2d6 hours:

- The creature's Daily Needs increase by 50% for every infected Location.
- Every 24 hours, the infection spreads towards the central nerve system of the host, attempting to infect adjacent Locations.
- The creature gains +1 Reactivity +1 Cool per infected Location. If their Head is infected, the fungus nests in their brain and grants them +1 Mastery to all Skills, even those they do not have Levels in, -1 Mind and +1 Mental Disorders every 1d6 days.
- If the infection reaches the Head Location, the infected will lose 1 in Mind and will receive +1 Mental Disorder every 1d6 days.

In order to remove the infection, either amputate the infected Location or imbibe Xylanta Roots and treat the infected Location with Xylanta oil wraps. The creature can spend 1IS per infected Location every day of treatment to purge the infection from it and prevent it from developing again within 3d6 hours per spent point.

Cortex: this fungal strain binds to the brain after at least 1d6 minutes of contact and a failed 5 IS resist check.

The host can attempt to defeat the infection to a Location by passing a 1d6+1 IS resist check once every 48 hours for the first 2d6 days.

After 3d6 hours from the infection, a creature infested with the Cortex Strain gains the following:

- The creature requires twice the time to recover NS and three times to heal Stressed points.
- Every 2d6 days after the infection, the creature must attempt to resist or suffer +1 Mental Disorders.
- They receive +1 Learning, an additional +1 Learning every 2d6 days since the infection and an additional +1 when enhancing a Mind check.

In order to remove the infection, a creature must breathe Miraculous Fumes and avoid suffering Stress for the following 3d6 hours, which triggers another resistance check, with a +1 bonus per Mental Disorder the creature chooses to accumulate.

Exocessor: this fungus infects internal organs and reproduces working copies outside the host after a failed 2 IS resist check and 10 minutes of contact.
The host can attempt to defeat the infection on any Location by making a 4 IS resist check once every 48 hours for the first 1d6 days.
After 2d6 days from the infection, a creature infested with the Exocessor Strain gains the following:

- The infected Location suffers -2 Res and an additional -1 Res every month.
- The creature rolls 1d6 on the following table and once again every following month. The same results can be rolled more than once:
  1. the creature can hold their breath for twice as long
  2. the creature recovers an additional 1 SP from feeding
  3. +1 bonus to resist poisons and toxic substances
  4. -50% Daily Needs
  5. the creature can digest a specific substance they previously could not
  6. +1 to Treating wounds

In order to remove the infection, the external organs must be amputated or the creature must ingest Thermostatic Ivy once every day for 1d6 days.
By spending 1 IS, the Location is healed of the infection within 3d6 days.

Infester: this strain causes visible blisters on creatures that fail a 1 IS resist check after 1 Round of contact.
The host can attempt to defeat the infection on any Location by making a 3 IS resist check once every 24 hours for the first 2d6 days only.
After 2d6 hours from the infection, a creature infected with the Infester Strain gains the following:

- The infected Location suffers +1 Pain when hit and treating it suffers a -1 penalty.
- As an Action, the creature can burst a blister, engulfing a target within 3m in spores. Targets hit to the Head by the spores must pass a 3 IS resist check or be Distracted for 1 Round +1 per point they failed the check and make another resistance check against the infection. A creature must wait 2d6 hours before bursting another blister.
- Every month, the infection attempts to spread to adjacent Locations and the infected creature must roll again to resist it once per threatened Location.

In order to remove the infection, either amputate the compromised body parts or bandage them in Tantar Leaves and avoid eating meat for 2d6 days. By spending 1 IS, at the end of this length of time the infection is fully removed.

Protectrin: this strain calcifies on creatures that fail a 4 IS resist check after 1 hour of contact.
The host can try to defeat the infection to any Location with a 5 IS resist check once every 24 hours for the first 2d6 days only.
After 1d6 days from the infection, a creature infected with the Protectrin Strain gains the following:

- They lose 1d6 IS per infected Location every 24 hours.
- Their weight increases by 2Kg per infected Location plus an additional 1 every month.
- Every month, the infection attempts to spread to adjacent Locations and the infected creature must roll again to resist it once per threatened Location.
- Every infested Location receives a +2 Res bonus plus an additional 1 every month and suffers a -1 penalty to Move or take any other Actions that require the Location to wield anything.
-
- Ogni Locazione infestata ottiene un bonus di +2 Res che cresce di 1 di mese in mese; con il bonus arriva anche un malus di -1 nel compiere azioni di movimento o che prevedano di impugnare qualcosa con quell'arto. As the bonus increases, the Weight also increases by 1Kg from month to month.

To remove the infection, either amputate the compromised body parts or scrape the fungus, dealing 2 Light Damage to the Location, and apply Lenitive Ointment to it.
By spending 1 IS, the infection is purged from a Location within 2d6 days.

Gateshroom

Rarity: Common **Weight:** 1,5Kg **Gather:** DL 5+3d6, 2 hours
Crafting: Herbalism DL 3d6, 10+4d6 hours, requires 1 Portion of Water and 1 of Seeds (Gateshroom Spores).
Description: Gateshroom is a mold that somehow recognizes the DNA of its cultivator and can be grown into living gateways or tents.
Properties: Gateshroom grows to cover 1d6 square meters every day, has Res -2 and can be folded for future use.
When a member of the Species pertaining to the individual who grew the Gateshroom is near it, it opens to let them through.

"WE TRADE VARIOUS MEAT CUTS FOR ARTIFACTS OF THE ANCIENT EMPIRE! WE SELL WARES FROM DEEP IN MOUNT X'ARRAT AND THE RAREST NOCITLUCAE BLOOMS! 2X1 FOR BEARERS OF SENTIENT VIRUSES!"

TRADERS IN A VERMINOID MARKET

Glass

Rarity: Rare **Weight**: 1Kg **Crafting**: Esoterica DL10+4d6, 6 hours, requires 2 Portions of Stone + 1 Portion of Chemicals (silicates) and 1 Tool (crucible).
Description: glass is a transparent material with numerous applications.
Properties: Glass Artifacts suffer Res -5. Working Glass requires 2 Tools (tongs and crucible), an Engineering or Sculpture check against DL +3 and increases the item's crafting time by 1 hour.

Gravitational Crystal

Rarity: Unique **Weight**: 1g **Gather**: See the ***Surveyors*** description in the ***Text of Creatures***
Description: the few who have ever dissected the reason-defying biology of ***Surveyors*** aliens found small black crystals with gravity altering capabilities in their polygonal heads.
Properties: whoever touches a Gravitational Crystal starts seeing gravitational field lines everywhere and suffers a -1d6 penalty to all sight based checks.
As an Action, a creature wielding the Crystal can make an Attack: Ranged check against any target within 1m.
For each point they exceed the DL, they can increase or decrease the weight of the Attack's target by 1d6Kg as long as they remain within range. If the target's weight becomes negative, they float up 10cm per negative Kg every Round.
Gravitational Crystals have Res 3d6, but when destroyed the weight of everything within a 3d6x10m diameter randomly increases or decreases by 10d6 Kg.

Ground Leeches

Rarity: Common **Weight**: 10g **Gather**: DL 2d6+5, 1 hour
Description: these tiny creatures hide in the sands of the harshest Materian deserts and can survive there for months feeding on blood of their prey. They are often used as a remedy against poisons.
Properties: if 1 Portion of Ground Leeches is applied to a poisoned Location, it draws the poison out within a Round and reduces the patient's IS by 1d6.

Hallucijuice

Rarity: Rare **Weight**: 50g **Gather**: See the ***Hallucidhermis*** description in the ***Text of Creatures***
Description: the most psychotrope drink in existence.
It is said its hallucinations last for days and that many never leave its nightmares with their eyes open.
Properties: a creature drinking Hallucijuice must take a 2d6IS resist check. For 1d6 hours per point they failed the check, they are Distracted, their Speed score is halved and they suffer a -1d6 penalty to Dream table rolls. For every 5 points the drinker failed the check, they suffer +1 Mental Disorders. A simple contact with Hallucijuice has the same effects, but over an equal number of Rounds rather than hours.

Healing Sap

Rarity: Rare **Weight**: 0,1Kg **Gather**: DL 25+2d6, 12 hours
Description: this golden sap is produced only by a few Shrubs and Bearers of Eons and is highly prized for its unrivaled healing properties.
Properties: if ingested, it confers a +1d6 bonus to resisting Diseases for 2d6 hours. If applied, it removes a Light Damage within 1d6 minutes or grants a +1d6 bonus to Medicine checks to treat them.

Hides

Rarity: Common **Weight**: 1Kg **Gather**: depends on the animal
Description: animal hides are tanned into tough leather, useful in both fashion and personal protection.
Properties: working Hides requires 1 Tool (knife) and a Tailoring check.

Howling Tuber

Rarity: Common **Weight**: 0,3Kg **Gather**: DL 5+3d6, 4 hours
Description: these oblong tubers are commonly found in desert areas too and are famous for their loud noises, resembling the cry of a baby and audible as far as 500 meters, they make when picked. They are prized for their healing properties.
Properties: ingesting a Howling Tuber reduces a creature's Daily Needs by 1 for the following 24 hours, grants them a +1 to Medicine checks to Treat Damage they suffer and their Treated wounds heal in half the time.

Magmatic Egg

Rarity: Uncommon **Weight**: 0,3Kg **Carcare**: See the ***Ekpyrotic Snail*** description in the ***Text of Creatures***
Description: Ekpyrotic Snails lay eggs full of a magma-like substance used in starting fires or as a weapon.
Properties: if thrown, a Magmatic Egg breaks on impact, inflicts 1 Light Damage and +1 Infection and sets its target on fire (read ***paragraph 4.4 Natural Hazards***).

Metallic Alloy

Rarity: Rare **Weight**: 4Kg **Crafting**: Metallurgy DL15+2d6, 4 hours, require 2 Portions of different metals and a furnace.
Description: by combining different kinds of metal it is possible to craft a new material featuring better properties.
Properties: Metal Alloy Artifacts receive Res +4, Durability +2.
Metallic Alloy weapons gain a -1 bonus to their Damage Scale and +1 Piercing.
A creature requires 2 **Tools** (furnace and hammer) and a Metallurgy check with a +4 DL and a +3 hours maluses on the Artifact's production times.

Metamaterial

Rarity: Unique **Weight**: 1Kg **Crafting**: Metallurgy+Engineering DL20+3d6, 24 hours, requires 2 Portions of different Metal Alloys, 1 of Ceramic, 1 Chemicals, 1 **Tool** (crucible) and 1 **Hi-Tech Tools**.
Description: these highly advanced materials are the result of complex and now lost engineering that greatly enhanced their properties. The few scraps of Metamaterials available on Materia are often relics of the Ancient Human Empire.
Properties: Metamaterial Artifacts have Res: 8, Durability 4, grant a -2 bonus to Damage Scale and +2 Piercing to weapons.
Engineering Metamaterials requires 2 **Tools** (crucible and hammer), 1 **Hi-tech Tool**, a check of Metallurgy and Engineering combined against DL +10 and the item's crafting time increases by 4 hours.

Morpheus' Bud

Rarity: Uncommon **Weight**: 5g **Gather**: DL 10+3d6, 1 hour (-5DL at night)
Crafting: Herbalism DL 4d6 + 7, 4d6 + 14 days, requires 1 Portion of Seeds and 1 of Water (+1 each day) and will only bloom during an Orphic moon phase (see ***paragraph 4.4 Natural Hazards***).
Description: these rare buds look like small bio-luminescent clusters growing on stems. They glow brighter the closer they are to a dreaming being and resting on many of them is said to enhance dreaming activities.
Properties: a creature sleeping in a blooming field of Morpheus' Buds at night recovers +2 SP and rolls an additional 1d6 on the Dream table. A creature who eats a Portion of Morpheus' Buds within 7 days after they have been picked rolls an additional 1d6 on the Dream table on their next rest.

Mur Blood

Rarity: Uncommon **Weight**: 0,5Kg **Gather**: See the ***Mur*** description in the ***Text of Creatures***
Description: the subterranean Mur are well known for their unique regeneration factor and their off white blood is highly prized by surface physicians.
Properties: if wrapped around a wounded Location, it reduces the Damage by 1 rank within 2d6 hours, though the patient must pass an IS 2d6 check or suffer +1 Infection per point they failed the check.

Neutronium Eye

Rarity: Unique **Weight**: 10Kg **Gather**: See the ***Cyclops Sloth*** description in the ***Text of Creatures***
Description: the eyes of the Materian native Cyclops Sloth are roughly half a meter in diameter and, when intact, they can be used to bend the literal fabric of space.
Properties: as an Action, a creature holding the Eye can attempt a Perception: Observation check DL 2d6+ the distance from a visible target.
On a success, the creature can draw closer to or push back their target by 1m per point they succeeded on the check.
A Neutronium Eye can be used once every 4d6 hours. If thrown, it shatters on impact and anything within 1m+1 per hour since its last use is pushed to or from (determined randomly) the blast center by as many meters.
Bodies impacting into each other in the blast suffer 1 Light Damage to every Location per meter they could not move when the impact happened. If more than 1000 bodies and items are destroyed this way, the epicenter of the blast collapses into a small black hole that imposes an ES 1d6 resist check per meter of distance to anything nearby. Anything failing the check is drawn into the black hole and feeds it.

Noctilucae Infusion

Rarity: Rare **Weight:** 5g **Gather:** DL20+4d6, 4 hours (-10 DL one night every night)
Description: one of the most gorgeous Materian plants, these rare, graceful and alien looking flowers are visible only by night when the two moons converge, shrouding them in a spectral glow. Noctilucae is infused in relaxing brews and other concoctions that favor deep and regenerating sleep.
Properties: Noctilucae brews instantly causes its drinker to fall asleep, grants them the benefits of a Full Rest in half the time and allows them to recover an additional 1d6 SP. When a creature rolls on the ***Dream table*** after drinking Noctilucae Infusion, they can roll again once if the result is equal or less than 6.

Oil

Rarity: Rare **Weight:** 1Kg **Gather:** DL 15 +2d6, 12 hours
Description: this thick liquid is a byproduct of organic decomposition found in large quantities in deep and extremely hard to reach underground wells.
Properties: a Portion of Oil burns for 3d6 hours, even on water.

Plastic

Rarity: Rare **Weight:** 0,1Kg **Crafting:** Esoterica DL 5d6+10, 5 hours, requires 1 Portion of Oil, 1 of Chemicals and 1 Tool (furnace).
Description: easy to model but long and complex to synthesize, plastic decomposes over the course of hundreds or even thousands of years.
Properties: Plastic is modeled with fire and a Sculpture check.

Pneumobomb

Rarity: Uncommon **Weight:** 20g **Gather:** See the ***Pneumocephalus*** description in the ***Text of Creatures***
Description: capturing a Pneumocephalus before it explodes is a deed only the bravest dare perform. Recovering one of their hydrogen sacks, however, yields a powerful explosive device.
Properties: if thrown, it detonates inflicting 1 Light Damage within 2m.

Precious Metals

Rarity: Rare **Weight:** 4Kg **Gather:** DL 15+2d6, 6 hours
Description: precious metals such as gold, silver and platinum are highly valued in jewelry as well as advanced electronics.
Properties: Artifacts made of precious metals gain Res +3 and grant a +2 bonus to Interaction checks. Working Precious Metals requires 2 Tools (crucible and hammer), a Metallurgy check against DL +3 and increases the item's crafting time by 2 hours.

Precious Stones

Rarity: Rare **Weight:** 5g **Gather:** DL 15+4d6, 4 hours
Description: rubies, sapphires, emeralds and the like, though widespread on Materia, are considerably harder to acquire and work.
Properties: Artifacts with precious stones grant a +2 bonus to Interaction checks. Working Precious Stones requires 1 Tool (chisel), a Sculpture check against DL +2 and the item's crafting time increases by 2 hours.

Primordial Adrenaline

Rarity: Uncommon **Weight:** 1g **Gather:** See the ***Primordians*** description in the ***Text of Creatures***
Description: only the most skilled physicians know that this substance only found in living Primordians can resuscitate individuals close to death's door.
Properties: if imbibed by or injected into a Comatose creature, roll 1d6.
On a 3 or more, the creature recovers 1SP and returns to consciousness.
If the target creature is not Comatose, they must make a IS2d6 check.
If they pass it, for the next 1d6 Rounds they double their Cool, Reactivity and Speed scores and are immune to the Fatigued, Weakened, Stressed and Pain Conditions.

Radcore

Rarity: Unique **Weight:** 0,2Kg **Gather:** See the ***Terror of the Living*** description in the ***Text of Creatures***
Description: the few surviving the encounter with a Terror of the Living and skilled enough to recover their central radioactive organ, gain a powerful resource... as long as they live throgh the exposure to its devastating effects!
Properties: a Radcore keeps beating even when removed from its original body and emits Strong Radioactivity within 1d6m, Medium within 1d6+6m and Faint within 1d6+12m (read paragraph 4.4 Natural Hazards) for 1d6x1d6 years.

Rebirth Marrow

Rarity: Rare **Weight:** 3g **Gather:** See the ***Mother*** and ***Slithering Horror*** descriptions from the ***Text of Creatures***

Description: this spinal marrow is rich in stem cells and highly prized for its unparalleled healing properties.

Properties: when applied to a wound, the Damage is considered Treated within 1d6 minutes per degree of severity and regresses to the previous stage in half the time. If applied to an amputated but still not Treated limb, it grows back within 3d6 days. If a Location is treated with more than one Portion, they must pass an IS 2d6 check within the week or suffer +1 Infection per point the check was failed.

Reptilian Scales

Rarity: Common **Weight:** 0,5Kg **Gather:** DL 4d6, 1 hour

Description: the thick outer scales of many Materian giant reptiles are often used in both fashion and armor.

Properties: Scales Artifacts receive Res: +1.

Tailoring Scales requires 1 **Tool** (knife), a Tailoring check against DL +1 and the item's crafting time increases by 2 hours.

Resin

Rarity: Common **Weight:** 0,1Kg **Gather:** DL 3d6, 1 hour

Description: resin is obtained from some plants and Woodshrooms and is often used as adhesive or torch fuel.

Properties: a Portion holds up to 10Kg weight of material and burns for 1d6 hours.

Salt

Rarity: Rare **Weight:** 5g **Gather:** DL 10d6, 12 hours

Description: this flavorful mineral is used in small quantities to improve the taste of food.

Properties: a Cooking check enhanced with salt gains a +1 bonus and its duration is halved.

Salt is consumed on use.

Simple Metals

Rarity: Uncommon **Weight:** 5Kg **Gather:** DL10+3d6, 1 hour

Description: the more common metals are often found in veins or wrecks all over Materia.

Properties: Simple Metal Artifacts receive Res +3, Durability +1 and grant a -1 bonus to the Damage Scale of weapons.

Working Simple Metals requires 2 **Tools** (crucible and hammer), a Metallurgy check against a DL +2 and increases the item's crafting time by 2 hours.

Smoking Maxxhecate

Rarity: Rare **Weight:** 5g **Gather:** DL10+4d6, 3 hours

Description: this flower is found underground and emits a faint, but pungent and somewhat pleasant, fragrance. When exposed to heat, it emits a dense vapor known to cause cranial hemorrhages. Mur shamans often use it in their ceremonies.

Properties: if burned, Smoking Maxxhecate emits vapors for 1d6 hours, inflicting +1 Bleeding to the Head Location each Round a creature capable of breathing is exposed to it.

Starmetal

Rarity: Unique **Weight:** 4Kg **Gather:** DL 20+2d6, 20 hours

Description: Materia's past is dotted with meteor showers and to this day it is still possible to find small, extremely precious minerals that contain metal with unique properties.

Properties: Starmetal Artifacts have Res: 4, Durability 8, grant a -3 bonus on the Damage Scale of weapons and emit Faint radioactivity (read ***paragraph 4.4 Natural Hazards***).

Working Starmetal requires 3 **Tools** (crucible, hammer and tongs), a Metallurgy check against DL +6 and increases the item's crafting time by 6 hours.

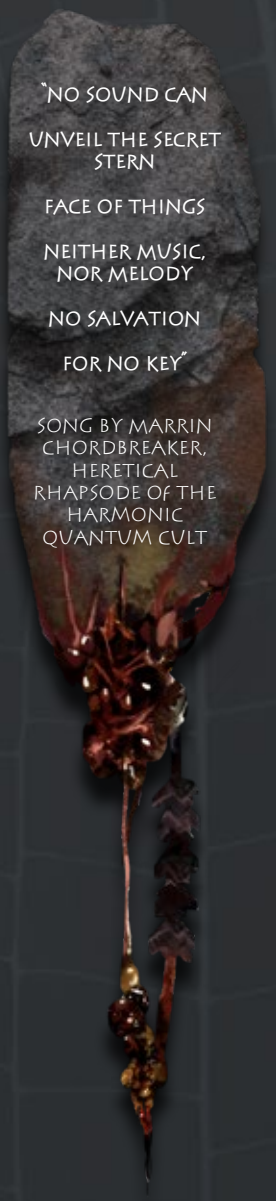
Stone

Rarity: Common **Weight:** 3Kg **Gather:** DL 3d6, 1 hours (3d6 stones on average)

Description: stone is found almost everywhere on Materia, in many different types and shapes, and its considerable heft and density has been used by Sentients with great versatility.

Properties: Stone Artifacts receive Res: +2.

Working Stone requires 1 **Tool** (chisel), a Sculpture check against DL +1 and the item's crafting time increases by 1 hour. A stone used as a weapon inflicts Damage 3/7/15, Range 5m (read the following paragraph).



Sweetgrass

Rarity: Common **Weight:** 1g **Gather:** DL 5+2d6, 2 hours

Crafting: Herbalism DL 5d6 + 5, 5d6 + 10 days, requires 1 Portion of Seeds and 1 of Water (+1 each day).

Description: this long-stemmed grass gathers a sweet resin commonly used as food condiment or smoked for its relaxing properties.

Properties: a creature smoking Sweetgrass considers their Stressed score 1d6 points lower for 1 minute, during which their Speed is halved.

If a creature smokes more than 4 doses within 48 hours, they suffer +1 Mental Disorder (Sweetgrass addiction).

Tantar Leaves

Rarity: Common **Weight:** 0,1Kg **Gather:** DL 4d6, 2 hous

Crafting: Herbalism DL 4d6 + 8, 3d6 + 11 days, requires 1 Portion of Seeds and 1 of Water (+1 each day).

Description: this star-shaped plant features a large flower-like bulb with a large central cavity and produces leaves that, once dried and burned, emanate anesthetic vapors.

Properties: if burned, Tantar leaves produce smoke for 1d6 minutes that, when inhaled by a living being, allows them to consider Pain, Fatigued and Weakened lower by 1 for the duration, plus an additional 1 per Round of exposure.

Thermostatic Ivy

Rarity: Common **Weight:** 0,5Kg **Gather:** DL 5+3d6, 1 hour

Crafting: Herbalism DL 3d6 + 6, 2d6 + 18 days, requires 1 Portion of Seeds and 1 of Water.

Description: this ivy draws heat from anything on contact and it is used to preserve food.

Properties: when picked, Thermostatic Ivy retains its properties for 1d6+5 days. Creatures in contact with Thermostatic Ivy suffer the effects of low temperature (read ***paragraph 4.4 Natural Hazards***).

Time Crystal

Rarity: Uncommon **Weight:** 10g **Gather:** See the ***Temporal Locust*** description in the ***Text of Creatures***

Description: the crystals forming on the body of one of Materia's most dreaded scourges, the Temporal Locusts, are famed for their high value and unexpected effects.

Properties: when shattered, a Time Crystal causes one of the following, randomly determined effects:

1. time slows within 1d6m. Creatures caught within the radius are Stunned for 1 Round from the point of view of creatures standing outside the affected area.
2. time accelerates within 1d6m. Creatures outside the radius are Stunned for 1 Round from the point of view of creatures standing inside the affected area.

Venerin

Rarity: Uncommon **Weight:** 2g **Gather:** See the ***Venoraptor*** description in the ***Text of Creatures***

Description: Venoraptor poison is famous for blinding its victims.

Properties: weapons coated with this dark substance impose an IS 1d6+2 resist check on a hit.

The target suffers a -1 penalty per point they failed the check on all sight-based checks.

If the check is failed by 3 or more points the target is permanently blinded. Both effects last 1 minute per point of failure.

The poison evaporates from the weapon after 1 minute after its application.

Verminoid Slime

Rarity: Common **Weight:** 10g **Gather:** See the ***Verminoids*** description in the ***Text of Creatures***

Description: a common Verminoid secretion, this slime is famous for its antiseptic and healing properties and its trade is a major revenue source for the species.

Properties: if applied to a wound, it prevents infections for the following 24 hours and grants it a +1 bonus to Medicine checks to Treat it.

If exposed to open air, Verminoid Slime dries within 1d6 hours.

Water

Rarity: Common **Weight:** 0,5Kg **Gather:** DL 4d6, 2 hours

Description: often considered the base of organic life, water on Materia is found only by gathering morning dew or digging deep wells.

Properties: 1 Portion of water extinguishes a 50x50cm fire or a burning Location.

Water is potable after 1 hour of boiling.

When drinking non boiled water, roll 1d6; on a 1, the Character suffers an Intestinal Disease from ***paragraph 4.5, Natural Hazards***.

WOOD

Rarity: Common **Weight**: 2Kg **Gather**: DL 3d6, 1 hour
Crafting: Herbalism DL 3d6 + 6, 5d6 + 20 days, requires 1 Portion of Seeds and 1 of Water (+1 every day) to grow a specimen that provides 1d6x Portions.
Description: on Materia, this sturdy material is sourced from the hard bark of the enormous Woodshrooms.
Properties: the Res of wooden Artifacts is 1 and -2 when in contact with fire. If burned, wood provides heat for 4 hours.
Working wood requires a Tool (planer) and the Carpentry Skill.

XYLANTA ROOT

Rarity: Uncommon **Weight**: 0,1Kg **Gather**: DL 10+2d6, 3 hours
Crafting: Herbalism DL 7d6 + 2, 7d6 + 3 days, requires 1 Portion of Seeds and 1 of Water (+1 every 4 days).
Description: a medicinal plant used in fighting fungus infections. Xylanta does not fear weeds and grows into a sphere with long, notoriously difficult to remove (Body DL4d6) roots.
Properties: if ingested, Xylanta Root reduces an Infection by 1 within 1d6 hours and grants a +1d6 bonus to resist Infections for the next 2d6 hours.

ADVICE

How many are the possible element combinations in nature?

More than enough to fry the circuits of a Mecha-Suit savant!

Although this Text includes many examples, they are just the most common materials Characters will find over the course of their adventures.

Feel absolutely free to homebrew new materials or combinations of existing ones.

We would love to read your group's ideas and recipes on our social media, our community will love them!

4.2 - Artifacts

Character Creation

When creating a Character, you receive Equipment points you can spend according to the following rate:
1= 1x Common Artifact/Food/Resource
2= 1x Uncommon Artifact/Food/Resource
4= 1x Rare Artifact/Food/Resource

A NOTE: Unique Artifacts cannot be acquired during Character creation, but only during play. Ranged weapons requiring ammunition purchased during Character creation include 6 rounds of ammunition, -2 per Rarity rank beyond Common.

This section is dedicated to the items that the raw materials from the previous paragraph can be used for.

Artifacts suffer Damage the same way creatures do and impose a penalty to the checks they are used in equal to how much Medium Damage they suffered. If an item suffers a Severe Damage, it is Unusable and then Destroyed if it suffers another. Destroyed items cannot be repaired.

Larger items have Locations and Damage is split among them. As a general rule, item Locations should not be larger than 1m. Damage to Artifacts smaller then 50x50cm, instead, increases in severity requiring one less Damage.

The following list includes Furniture, Armor, Weapons, Consumables, Buildings, Clothing, Transportation and Tools, including all the necessary information before the effects of any special materials are applied.

Understanding Artifacts

Name: the Artifact's name.
Rarity: how difficult is the item to acquire.
Crafting: the necessary materials, tools, Skill, check DL and time to craft the item. If multiple Skills are listed, at least one of the creatures involved in the crafting process must have Levels in all of them. To craft a version of the item with different materials, the check considers the new material's Skill, DL and duration modifiers as well as applying its specific effects to the item's final profile.
Description: provides information about the appearance and characteristics specific to the Artifact.
Skills: the Skills needed to use the Artifact.
Properties: lists the specific properties of the Artifact, from the following list:

- *Res:* reduces Damage suffered when hit *(read **paragraph 3.3 Combat**)*.
- *Durability (X):* an Artifact suffers 1 Light Damage every 10 total hours of use multiplied by its Durability score.
- *Damage Scale:* the ranges in which an attack inflicts Light, Medium or Severe Damage *(read paragraph 3.3 Combat)*. When a weapon receives -X to its Scale, such bonus must be permanently split between its values to the maker's choice.
- *Piercing (X):* weapons with this property ignore X target Res.
- *Reach (Xm):* the length of a melee weapon and its reach in combat.
- *Range (Xm):* the distance, in meters, within which a ranged weapon is effective. Shooting at targets beyond Range suffers a DL penalty equal to the distance between shooter and target divided by the weapon's Range.
- *Long Grip:* this Artifact can only be wielded with two prehensile limbs. If the Character's Strength times 5 is greater than the Artifact's Weight, the Character can wield it with one limb only.
- *Reload (X):* the weapon requires x Actions to be reloaded.
- *Strength (+X):* the weapon grants the creature wielding it a +X Strength bonus.
- *Single Use:* the Artifact is consumed on use.
- *Ammunition:* lists in parenthesis the ammunition type the weapon uses: one per Attack is consumed.
- *Protection:* the Damage the Artifact absorbs when the Location it covers is hit. This property is lost if the Artifact suffers Severe Damage.

ARMOR

Protective equipment can make the difference between life and death. The following list includes the most common examples and their standard profile, unmodified by special materials from ***paragraph 4.1***.
Every listed protection covers only one Location and takes a fitting shape to protect it, like helmets for the Head or greaves for the Legs.

common	uncommon	rare	unique
Simple Armor	Composite Armor	Heavy Armor	Assault Armor

WEAPONS

Hunting, self defense and warfare are sadly commonplace on Materia and require proper weapons. Their profiles are unmodified by special materials from ***paragraph 4.1***.

common	uncommon	rare	unique
Arrow	Ax	Arm Trap	Catapult
Blowpipe	Bengala Staff	Ballista	Machine Gun
Bolas	Bladeshield	Bladed Whip	Plasma Cannon
Dagger	Bullets / Projectiles	Chakram	Quadrispear
Darts	Greatax	Deathchain	Ray Pistol
Hammer	Halberd	Greatsword	Ray Rifle
Javelin	Light Crossbow	Grenade	Rocket Launcher
Knuckler	Longbow	Heavy Crossbow	
Machete	Mace	Large Shield	
Short Bow	Maul	Pistol	
Sickle	Medium Shield	Rifle	
Sling	Saber	Stunner	
Small Shield	Sword		
Spear			
Staff			
Stick			
Whip			

"TAKE CARE OF YOUR POSSESSIONS: A KNIFE WILL BE YOUR CLAWS WHEN THEY GET BLUNT. YOUR BOOTS YOUR FEET WHEN THE ROAD BECOMES HARSH, YOUR CLOAK YOUR SKIN WHEN FROST GRIPS MATERIA..."

SAYING OF THE NO-MAD SCOUTS

Forniture

Whether cold underground caves or advanced hanging gardens, Materian homes need furnishing to make them comfortable.

common	uncommon	rare	unique
Chair	Chest	Bed	Terraforming Device
Table	Heater	Closet	Universal Printer
Work of Art	Lamp		

Consumables

The best alchemists and herbalists on Materia brew potions and concoctions featuring miraculous properties. Unless otherwise stated, all Consumables are expended on use.

common	uncommon	rare	unique
Antibiotics	Firedust	Antidote	Dream Passage
Glue	Lenitive Ointment	Blinding Dust	Soul Mirror
Ink	Nightmare Spear	Miracolous Fumes	
Smoke Canister		Rocket	
Stinging Powder			
Torch			

Buildings

Perfect for shelter and storage, buildings are key assets in the eternal struggle for survival on Materia.
Acquiring Buildings during Character Creation costs twice as many points. Buildings cannot be moved.

common	uncommon	rare	unique
Hut	House	Mansion	Ancien Shrine
Shelter	Well		Fortress

Clothing

Strong sandals for long journeys, warm cloaks shielding from weather, imposing headdresses and jewels made of precious materials, there are as many items of Clothing as there are creatures to wear them.
Every 2 items of Clothing and pieces of Armor a creature wears on the same Location impose a -1 penalty to Actions taken with it or -1m Speed.

common	uncommon	rare	unique
Simple Footwear	Glasses	Elaborate Outfit	Exosuit
Simple Outfit	Gloves	Iso-Detector	Hyperbaric Helmet
Trinket	Heavy Footwear	Jewel	Worldmasks
	Heavy Outfit	Mechanical Exoskeleton	

Transportation

Only the most advanced societies dare invest the resources and time to build vehicles, boats and sleds to challenge the ruthless nature around them.

common	uncommon	rare	unique
Raft	Boat	Glider	Drone
Sled	Cart	Ship	Jetpack
	Chariot	Wagon	Rover

Implements

Every job requires its tools and, although expansive, the following list by no means includes every single tool used on Materia. Should you need more, feel free to add them!.

common	uncommon	rare	unique
Bag	Book	Combusion Engine	Biological Destroyer
Container	Lantern	Communicator	Fusion Engine
Crockery	Lock	Computer	Matrix
Ladder	Nails	Hi-Tech Tool	Psychic Catheter
Musical Instrument	Tent	Nose Philter	
Net	Trap	Sealed Container	
Parchment			
Rope			
Torch			
Tool			

ADVICE:

XENOSCAPE strives to be as close a simulation as possible, so striving for realism should be as important as narrative immersion.

At the same time, however, gameplay fluidity is equally important, so the rules for creating items or their properties described here have been optimized to make sense to the progression system.
Should you find discrepancies between what you read here and real world techniques or items... well, it is of course because Materia is much different from Earth!

Artifacts Description

Ancient Shrine

Rarity: Unique **Weight:** 100.000Kg **Crafting:** Engineering+Electronics DL 10d6+30, 480 hours, requires 800 Portions of Metal (at least half must be Metallic Alloy), 30 of Glass, 1 Engine, 3 **Tools** (hammer, screwdriver, pliers) and 1 **Hi-Tech Tool**.

Description: so are called the precious few headquarters left by the Ancient Human Empire on Materia. They are equipped with all the most advanced human domotics technologies and are perfectly isolated from the outside world.

Properties: An Ancient Shrine can house up to 100 medium sized individuals. Res 5, Durability 10. An Ancient Shrine features centralized heating and a core mainframe that requires a connection to access any of the base functions, including opening and closing its doors, by passing an Electronics DL 4d6 check over the course of 2 hours.

Antibiotics

Rarity: Common **Weight:** 2g **Crafting:** Herbalism DL 3d6+1, 2 hours, requires 2 Portions of different Resources (read description) and 1 **Tool** (pestle).

Description: every disease is defeated by specific ingredients that strengthen the body against viruses and other many Materian threats.

Properties: ingesting 1 Portion of Antibiotics every day allows a Diseased creature to take the resist check again, at a +1 incrementing bonus. Every Disease in paragraph 4.4 lists the Resources required to concoct its specific Antibiotics (Single Use).

Antidote

Rarità: Rare **Weight:** 2g **Crafting:** Esoterica DL 5d6, 24 hours, requires 1 Portion of Poison, 1 animal immune to the specific Poison and 1 **Tool** (pestle).

Description: making antidotes is a delicate process, requiring to inject an animal immune to poison with a small dose of it and gather its blood after 24 hours.

Properties: a dose of antidote allows its imbiber to attempt again to resist the effect of the Poison the antidote was made for and halves its duration Round after Round. Single Use.

Arm Trap

Rarity: Rare **Skills:** Light Weapons/Brawling **Weight:** 2Kg **Crafting:** Metallurgy+Engineering DL 4d6+5, 12 hours, requires 2 Portions of Metal, 1 of **Nails** and 3 **Tools** (furnace, hammer, screwdriver)

Description: these items look like bear traps affixed to specially crafted and manually actuated bracers. Arm Traps are said to have been invented by a Primordian tribe to prevent even the largest prey from escaping their grasp.

Properties: Damage 2/5/10 (Rare) Strength: +1. When a creature hits with an Arm Trap, their target is Grappled. Res 2. A creature wielding an Arm Trap cannot use that Location to do anything else other than using it. Donning and doffing an Arm Trap requires 3 Actions. Protection.

Arrows

Rarity: Common **Weight:** 15g each **Crafting:** Carpentry DL 2d6, 1 hour, requires 1 Portion of Wood and 1 **Tool** (planer).

Description: the projectiles launched by bows and crossbows, arrows come in all shapes and sizes and are tipped in both metal and stone.

Properties: crafted or purchased in packs of 10 during Character creation. Single Use.

Assault Armor

Rarity: Unique **Weight:** 1Kg **Crafting:** Metallurgy DL 4d6+15, 24 hours, requires 3 Portions of Metal (of which at least 1 must be Alloy) 2 **Tools** (scissors and needle) 1 **Hi-Tech Tools**.

Description: these bulky suits of armor were standard issue to the early Ancient Human Empire's armies and could withstand the strongest kinetic projectiles without hindering the soldier.

Properties: Res 4 to one Location. Durability 2. Protection.

Ax

Rarity: Uncommon **Skills:** Medium Weapons/Throwing Weapons **Weight:** 1KG **Crafting:** Sculpture DL 2d6+3, 3 hours, requires 1 Portion of Wood +1 of Stone or Bones and 1 **Tool** (chisel).

Description: a sharp stone affixed to a stick is good enough to fell both trees and people.

Properties: Damage 1/5/10, Thrown (Range 6m).

Bag

Rarity: Common **Weight:** 40g **Crafting:** Tailoring DL 2d6+2, 2 hours, requires 1 Portion of Cloth or of Hides and 1 Tool (needle)

Description: Materians make extensive use of containers such as belt, shoulder or hand bags.

Properties: contains 20 cubic cm. For each additional Portion of Cloth or Hides used in its crafting, the volume of a Bag doubles, but the DL to build it increases by +2 and its construction time by 1 hour.

Ballista

Rarity: Rare **Skills:** Ranged Weapons **Weight:** 300Kg **Crafting:** Carpentry + Engineering DL 4d6+5, requires 6 Portions of Wood, 3 Ropes, 1 of Nails and 2 Tools (planer and hammer).

Description: enormous wheel-mounted bows, ballistae launch spear-sized projectiles. Because of their building and operating complexity and their sluggish nature, they are used against other siege engines or large, slow moving or stationary targets.

Properties: Damage 1/5/9, Range 25m, Ammunition (Large Arrows), Reload 4, Strength +3, Piercing 2.

Bed

Rarity: Rare **Weight:** 100Kg **Crafting:** Carpentry DL4d6+2, 6 hours, requires 4 Portions of Wood + 1 of Fibers and 1 Tool (planer).

Description: beds with a frame and padding are the best solution for a good rest. Ask any adventurer!

Properties: resting in a proper bed allows a creature to recover an additional +1SP and grants a +1 bonus to Dream table rolls.

Bengala Staff

Rarity: Uncommon (Shrubs consider it Common during Character creation) **Skills:** Firearms

Weight: 0,3Kg **Crafting:** Esoterica DL 4d6, 1 hour, requires 1 Portion of Wood and 1 of Firedust.

Description: Shrubs are famous for shooting fireworks from wood caches full of explosive powder during their celebrations.

Properties: 0/4/8, Range 4m, Single Use.

Biological Destroyer

Rarity: Unique **Weight:** 0,5Kg **Crafting:** Engineering+Metallurgy+Electronics DL 8d6+25, 200 hours, requires 2 Portions of Metallic Alloy, 2 of Precious Metals, 1 of Nails, 2 of Chemicals, 4 Tools (pliers, screwdriver, furnace and hammer) and 1 Hi-Tech Tool.

Description: these practical handheld devices were used by human colonists to quickly cleanse swathes of land of unwanted organisms and disintegrate life forms with microscopic waves.

Properties: Activating a Biological Destroyer requires an Action. It instantly inflicts 2d6 Severe Damage to every life form of the type it was built for within 20m, turning them to ash. The user cannot be targeted by the Destroyer. A Biological Destroyer has only 1 charge that is recovered over 24 hours spent recharging from a power supply.

Bladed Whip

Rarity: Rare **Skills:** Medium Weapons **Weight:** 2Kg **Crafting:** Metallurgy DL 4d6+4, 12 hours, requires 3 Portions of Metal (at least one must be Metallic Alloy) and 2 Tools (oven and hammer).

Description: one of the deadliest and most graceful Squamata creation, these blades are tied to a handle and used to devastating effect on the battlefield as well as in the slithering performances of Squamata dervishes.

Properties: Damage 1/4/10, Piercing 1.

Bladeshield

Rarity: Uncommon **Skills:** Medium Weapons **Weight:** 2,5 Kg **Crafting:** Metallurgy DL 3d6+4, 6 hours, requires 2 Portions of Metal and 2 Tools (furnace and hammer).

Description: large and heavy shields with a spike and a sharp edge used for both offense and defense.

Properties: Damage 2/5/10, Res 2, covers the Location that wields it. Protection.

Blinding Dust

Rarity: Rare **Weight:** 10g **Crafting:** Esoterica DL 4d6+5, 4 hours, requires 1 Portion of Nightmare Spear, 1 of Foulshroom and 1 Tool (pestle).

Description: this dangerous powder is known for blinding,sometimes permanently, the creatures whose eyes it comes in contact with.

Properties: if thrown to a Location fitted with sight organs, the target must pass an IS 1d6+2 resist check or suffer a -1 penalty to all sight based checks per point the check was failed for 2d6 minutes. If the check is failed by 3 or more points, the penalty is permanent. Single Use.

BLOWPIPE

Rarity: Common **Skills:** Ranged Weapons **Weight:** 50g **Crafting:** Carpentry DL 2d6, 2 hours, requires 1 Portion of Wood and 1 Tool (hand drill).
Description: these long and slender pipes are used to blow projectiles, often poisoned, at targets too large or elusive to be taken on directly. Hunters are known to be particularly fond of blowpipes.
Properties: Damage 4/15/20, Range: 6m, Ammunition (needles).

BOAT

Rarity: Uncommon **Weight:** 150Kg **Crafting:** Carpentry+Engineering DL 4d6+3, 10 hours, requires 10 Portions of Wood, 1 of Nails, and 2 Tools (planer and hammer). Adding a mast with a sail requires 1 additional Portion of Wood and 2 of Cloth.
Description: a concave waterborne vehicle, harder to capsize and propelled both by oar and wind.
Properties: a boat can carry up to 500Kg and has a useful surface of 4x1,5m. Its walls are guarded by 50cm tall parapet that provides partial cover and reduces pushes by 1d6m when floating. Boats follow the current and their Speed increases by 2m per strength rank of the wind (read ***paragraph 4.5 Natural Hazards***) if they are fitted with a sail. Rowing creatures propel a boat by 1m per Action.

BOLAS

Rarity: Common **Skills:** Throwing Weapons **Weight:** 2Kg **Crafting:** Engineering DL 3d6, 1 hour, requires 1 Portion of Stone and 1 Rope.
Description: two stones tied at either end of a strong rope, bolas are thrown to wrap around a target's limbs.
Properties: Damage 3/9/16, Range 6m, if a creature's locomotion limbs are hit, the creature is Downed and Hindered until they take an Action to break free of the bolas.

BOOK

Rarity: Uncommon **Weight:** 0,2Kg **Crafting:** Tailoring DL 4d6, 4 hours, requires 2 Portions of Parchment and a Tool (needle).
Description: by folding sheets of parchment and sewing them together on one side you get a booklet you can bind in wood or other materials.
Properties: during Character creation it is possible to purchase a book that is already written. It is Rare and after 200 hours of study grants 1d6 hours of Training to a Skill chosen during Character creation. This effect can be triggered only once per book. By spending an additional Portion of Wood or Hides and using an adequate Tool, the book is fitted with a cover, receives +1 Durability and can be closed with a lock.

BULLETS / PROJECTILES

Rarity: Uncommon **Weight:** 10g each **Crafting:** Metallurgy + Esoterica DL 3d6+3, 2 hours, requires 1 Portion of Metal +1 of Firedust and 2 Tools (oven and hammer).
Description: the projectiles shot by firearms range from the primitive paper and shot cartridges to modern brass and lead rounds of ammunition.
Properties: Bullets are crafted or purchased during Character creation in packs of 6. Single Use.

CART

Rarity: Uncommon **Weight:** 200Kg **Crafting:** Carpentry-Engineering DL 2d6+10, 12 hours, requires 10 Portions of Wood, 1 of Nails, 1 Rope and 2 Tools (planer and hammer).
Description: smaller, four-wheeled vehicles usually pulled by one animal and with modest cargo capacity.
Properties: 1000Kg cargo space and a useful surface of 3,5x1,5m. A cart is surrounded by a 1m tall barrier providing partial covers to its occupants but the driver.

CATAPULT

Rarity: Unique **Skills:** Ranged Weapons **Weight:** 600Kg **Crafting:** Engineering+Carpentry DL 3d6+10, 12 hours, requires 18 Portions of Wood, 4 Ropes, 3 of Nails and 3 Tools (hammer and planer).
Description: these simpler siege engines lob large stones with a tension-actuated arm.
Properties: Damage 0/4/8, Strength +4, Reload 4, Range 50m, Ammunition (50-100Kg stones).

Chair

Rarity: Common **Weight**: 1,5Kg **Crafting**: Carpentry DL 2d6+1, 2 hours, requires 1 Portion of Wood and 1 Tool (planer).
Description: these widespread wooden items feature at least three legs and are used to avoid sitting on the bare ground.
Properties: -

Chakram

Rarity: Rare **Skills**: Throwing Weapons **Weight**: 1Kg **Crafting**: Metallurgy DL 6d6, 4 hours, requires 1 Portion of Metallic Alloy and 2 Tools (oven and hammer).
Description: sharp metallic rings thrown from staves or by hand.
Properties: Damage: 1/6/9 Range: 6m, Strength +1, Range +1m for each Action spent twirling the chakram in the same Round before throwing it.

Chariot

Rarity: Uncommon **Weight**: 90Kg **Crafting**: Engineering+Carpentry DL 3d6+6, 8 hours, requires 4 Portions of Wood, 1 of Nails,1 Rope, and 2 Tools (planer and hammer).
Description: two wheeled vehicles pulled by animals, they feature a flatbed for 2 passengers. Some cultures use larger versions, some for ceremonies others for war.
Properties: a chariot has a cargo space of 160Kg and a usable area of 1,5x1m. A 1m tall railing around the flatbed provides cover to the passengers' lower limbs.

Chest

Rarity: Uncommon **Weight**: 8Kg **Crafting**: Carpentry DL 2d6+5, 4 hours, requires 2 Portions of Wood and 1 Tool (planer).
Description: used for storage, chests are often 1,5x0,8x0,5m large and feature a locking mechanism.
Properties: -

Closet

Rarity: Rare **Weight**: 150Kg **Crafting**: Carpentry DL3d6+4, 7 hours, requires 3 Portions of Wood and 1 Tool (planer).
Description: closets are usually around 2,5x0,5x2m, have up to 4 doors and are used for storage.
Properties: -

Combustion Engine

Rarity: Rare **Weight**: 70Kg **Crafting**: Engineering+Metallurgy DL 5d6+5, 10 hours, requires 5 Portions of Metal, 3 of Nails and 4 Tools (oven, tongs, hammer, screwdriver).
Description: a Combustion Engine features a metallic combustion chamber where liquid fuel is burned to actuate a series of pistons to convert movement into angular motion.
Properties: a Combustion Engine can be connected to a set of wheels to grant them a Speed of 40m/Round per Portion of Oil consumed every 10 minutes. If turned into a generator for an additional +1d6+1 DL, 5 hours of construction time, 1 Portion of Precious Metals and 1 of Chemicals, it produces Faint electrical energy for 1 hour per Portion of Oil. The yield of a Combustion Engine increases in intensity by one rank per additional Portion of fuel used.

Communicator

Rarity: Rare **Weight**: variable **Crafting**: Engineering+Electronics+Metallurgy DL 6d6+3, 12 hours, requires 1 Portion of Metal, 1 of Precious Metals,1 of Nails and 4 Tools (furnace, hammer, pliers, screwdriver).
Description: ranging from bulky radio equipment to complex and compact satellite phones, they allow communication over great distances and over different bandwidths.
Properties: a communicator can connect to another one within 10Km. The transmission range of a communicator doubles if a creature building one uses one additional Portion of every needed Metal, doubles the crafting time and increases its difficulty by 1d6+1 DL. A Communicator has an autonomy of 3d6 hours (18 if purchased during Character creation) and recharges 1 hour of autonomy every 2 hours spent connected to any power source.

Composite Armor

Rarity: Uncommon **Weight**: 1Kg **Crafting**: Tailoring DL3d6+5, 4 hours, requires 1 Portion of Hides + 1 Rope and 1 Tool (scissors or knife).

Description: this style of armor is made of numerous layers anchored one another to spread the force of incoming blows over a thicker surface.
Properties: Res 2 to one Location. Protection.

Computer

Rarity: Rare **Weight**: variable **Crafting**: Electronics+Metallurgy DL 10d6+15, 48 hours, requires 3 Portions of Precious Metals, 1 of Glass, 1 of Nails, 3 Tools (screwdriver, oven and hammer) and 2 Hi-Tech Tools.
Description: electronic calculators were used by humanity to program its machines, broadcast information and store data. Although there is a great variety, those used by the Ancient Human Empire are compact and extremely powerful.
Properties: a computer can run a program (Electronics DL 6d6 over the course of 10 hours to set another program up) and features all the necessary cables and ports to connect to any other machine. Technology checks that are performed with the use of a computer require 1 less hour per point of difference after an Electronics DL 4d6 check over the course of 1 hour. A computer has a total autonomy of 8d6 hours (48 hours if purchased during Character creation) and recharges 1 hour of autonomy every 3 hours spent charging from an electric power source.

Container

Rarity: Common **Weight**: 0,3Kg **Crafting**: Carpentry/Metallurgy/Sculpture DL 2d6, 1 hour, requires 1 Portion of Wood or Ceramic or Clay or Metal and 1 Tool (depends on the materials).
Description: rigid containers come in all sizes and materials, ranging from cases to crates and cages.
Properties: holds a volume of 50 cubic centimeters. For each additional Portion of Wood, Clay, Ceramic or Metal used in its construction, the volume of a container doubles, but the DL and time to craft it increase by 2 and 1 hour.

Crockery

Rarity: Common **Weight**: 10g **Crafting**: Carpentry/Sculpture DL 2d6, 20 minutes, requires 1 Portion of Clay or Wood and 1 Tool (planer or oven) or 1 Dagger.
Description: civilized eating requires cutlery, pots and crockery, often made out of wood and other, easily sourced or more resistant, materials.
Properties: -

Dagger

Rarity: Common **Skills**: Light Weapons/Throwing Weapons **Weight**: 0,3 Kg
Crafting: Sculpture DL 2d6, 1 hour, requires 1 Portion of Stone/Bones and 1 Tool (chisel)
Description: the most common slashing weapons, often not much more than a sharp stone with a wood or wrapped handle, their blades are usually not longer than half a meter.
Properties: Damage 2/6/11 can be Thrown (Range 6m).

Darts

Rarity: Common **Skills**: Throwing Weapons **Weight**: 0,1Kg **Crafting**: Metallurgy DL 2d6+1, 2 hours, requires 1 Portion of Metal and 2 Tools (oven and hammer).
Description: small blades balanced for throwing and found in as many shapes as there are cultures to use them.
Properties: Damage 2/6/12, Range: 6m

Deathchain

Rarity: Rare **Skills**: Medium Weapons **Weight**: 4Kg **Crafting**: Metallurgy DL 5d6, 12 hours, requires 4 Portions of Metal and 2 Tools (furnace and hammer).
Description: this weapon is highly appreciated by the Prophets of Disaster and is composed by a central metal ring to which 4 long barbed and bladed chains are affixed. Deathchains are held by the central ring and swiped into wide slashes.
Properties: Damage 1/4/11, Reach 2 meters, when it hits, a Deathchain inflicts Damage to an additional Location adjacent to the target one.

Dream Passage

Rarità: Unique **Weight**: 1 Portion=0,1Kg **Crafting**: Esoterica DL 10+10d6, 10d6 hours and requires 1 Portion of Gravitational Crystal + 1 Time Crystal +1 Gravitational Eye and 2 Tools (pliers and pestle).
Description: the result of a process only ever attempted by the most expert and insane alchemists, a Dream Passage opens a gateway to other worlds. Whether these 'worlds' are dimensions of the Dream or space, only few will ever know.
Properties: a creature holding a Dream Passage is subject to all the effects, at twice the intensity, of each resource used in its construction and can conjure them. If shattered, a Dream Passage tears a

wormhole open that allows time or space travel, determined randomly, for 1d6 Rounds. The target destination is chosen by the Narrator. Individuals entering the wormhole are Distracted for 1d6 Round and suffer +1d6 Mental Disorders. Single Use.

Drone

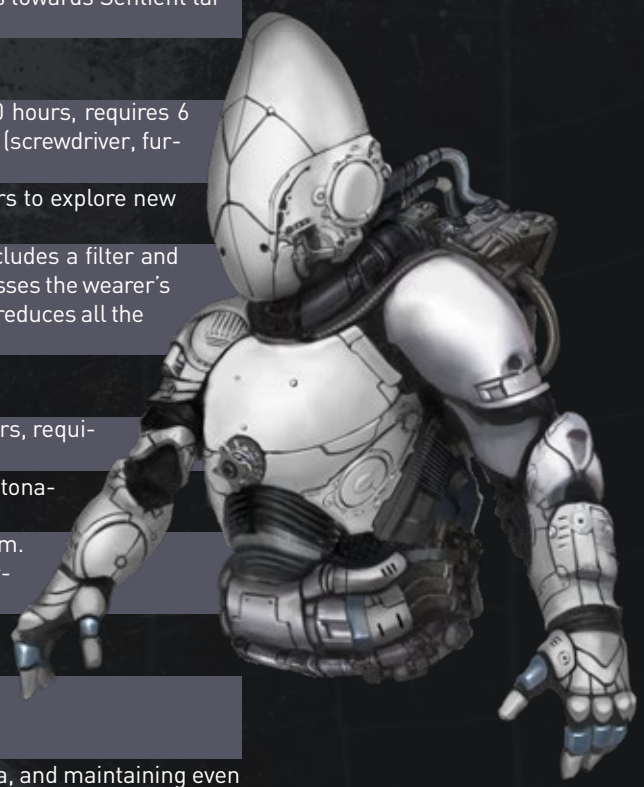
Rarity: Unique **Weight**: 80 Kg **Crafting**: Engineering+Electronics+Metallurgy DL 8d6+30, 90 hours, requires 9 Portions of Metallic Alloy, 1 of Precious Metals, 6 of **Nails**, 4 **Tools** (pliers, screwdriver, furnace and hammer) and 2 Hi-Tech Tools.
Description: these remote controlled flying devices, usually not larger than 2x2m, were used by ancient humans for both exploration and warfare.
Properties: Res: 5, Durability: 3, can carry 150Kg and has a flying Speed of 80m/Round that increases by an additional 80m/Round every Round of continued use, up to 410m/Round. A Drone is activated by taking an Action with its controller. Before a creature can use a drone controller, they must pass an Electronics DL 4d6 check over the course of 4 hours. A drone has an autonomy of 3d6 hours when found or 18 if built. A drone recharges 10 minutes of autonomy every 2 hours spent connected to an electrical power supply.

Elaborate Outfit

Rarity: Rare **Weight**: 1.5Kg **Crafting**: Tailoring DL 4d6+2, 8 hours, requires 2 Portions of Cloth, 1 of Precious Stones or Metals, 1 of **Rope**, 1 of **Ink** and 2 **Tools** (needle and scissors).
Description: only the high and mighty among Materian tribes can afford such elaborate and expensive outfits, often embellished with dazzling colors, feathers, precious metals and woven with rare threads.
Properties: an Elaborate Outfit reduces by 1 the effects of cold on up to 3 Locations (read ***paragraph 4.5 Natural Hazards***) and grants a +1 bonus to Interaction:Persuasion checks towards Sentient targets.

Exosuit

Rarity: Unique **Weight**: 15Kg **Crafting**: Engineering+Electronics DL 6d6+25, 60 hours, requires 6 Portions of Metallic Alloy, 2 of Precious Metals, 3 of Ceramic, 1 of **Nails**, 3 **Tools** (screwdriver, furnace and hammer) and 2 **Hi-Tech Tools**.
Description: these special suits were used by ancient human space explorers to explore new worlds without suffering from the local environment.
Properties: an Exosuit covers the whole body of a humanoid creature and includes a filter and oxygen reserve to breathe in any environment for 5d6 hours. An Exosuit processes the wearer's biological waste into Portions of food the wearer can feed on for 1d6 days and reduces all the environmental negative effects. Res: 3 Durability 5. Protection.



Firedust

Rarity: Uncommon **Weight**: 1 Portion=5g **Crafting**: Esoterica DL 10+3d6, 3 hours, requires 3 Portions of different Chemicals and 1 **Tool** (pestle).
Description: this compound made from a variety of ingredients burns and detonates easily and is fundamental in firearms production.
Properties: if set on fire, it explodes and inflicts 1d6 Light Damage within 10cm. For every additional Portion the radius doubles. For every 3 additional Portions, its Damage increases by 1d6. Single Use.

Fortress

Rarity: Unique **Weight**: 200.000Kg **Crafting**: Sculpture+Engineering+Carpentry DL 10d6+25, 240 hours requires 1000 Portions of Stone, 500 of Wood, 100 of Clay, 20 of Glass and 3 **Tools** (chisel, hammer and planer).
Description: fortresses are defensive buildings that rival any other on Materia, and maintaining even one is something only the wealthiest and most organized can afford.
Properties: a Fortress can house 50 medium sized individual, Res 4, Durability 4

Fusion Engine

Rarity: Unique **Weight**: 2000 Kg **Crafting**: Engineering+Electronics DL 10d6+50, 1000 hours, requires 12 Portions of Metallic Alloy, 6 Portions of Precious Metals, 6 of **Nails**, 8 of Chemicals (at least 4 must be radioactive), 5 **Hi-tech Tools**.
Description: the peak of human energy generation technology, these large pieces of machinery perform the miracle of atomic fusion into clean energy.
Properties: a Fusion Engine can be connected to a set of wheels to grant them a Speed of 160m/Round consuming 1 Portion of radioactive Chemicals every 8 hours. In alternative, a Fusion Engine

produces Faint electrical energy every 24 hours per Portion of Chemicals (radioactive). Energy intensity increases by one rank per additional Portion of fuel burned.

Glasses

Rarity: Uncommon **Weight**: 20g **Crafting**: Metallurgy DL 3d6, 2 hours, requires 1 Portion of Metal, 1 of Glass and 2 Tools (furnace and tongs).
Description: prosthetics used to compensate for numerous sight conditions.
Properties: a creature wearing Glasses ignores non environmental permanent sight penalties.

Glider

Rarity: Rare **Weight**: 20Kg **Crafting**: Carpentry+Engineering DL 8d6, 12 hours, requires 3 Portions of Wood, 4 of Cloth or Hides, 3 of Rope and 2 Tools (planer and knife or scissors).
Description: many are the creatures who dream of flying and some have attempted building a wing frame 4m wide to glide when falling. Apparently, not enough were those who met their doom crashing to the ground, so the practice stayed.
Properties: Long Grip, Res: -3. When jumping off a height, fall speed is reduced by 2d6m/Round. As an Action, the creature can steer the Glider while falling and their Speed depends on the wind as per paragraph 4.5 Natural Hazards. The pilot is under total cover against effects originating from above them.

Gloves

Rarity: Uncommon **Weight**: 60g each **Crafting**: Tailoring DL 2d6+4, 3 hours, requires 2 Portions of Hides, 1 of Rope and 2 Tools (needle and knife or scissors)
Description: protective equipment for prehensile limbs, gloves are perfect for working in adverse conditions.
Properties: -3 cold negative effects (read paragraph 4.4 Natural Hazards). Durability 1.

Glue

Rarity: Common **Weight**: 0.3Kg **Crafting**: Esoterica DL 3d6, 5 hours, requires 1 Portion of Water +1 Portion of Chemical (collagen) and 1 Tool (pestle).
Description: a strong adhesive of alchemical origin.
Properties: if spilled, a Portion of Glue covers 1x1m and holds 20Kg. Single Use.

Greatax

Rarity: Uncommon **Skills**: Heavy Weapons **Weight**: 5Kg **Crafting**: Metallurgy DL 3d6+3, 7 hours, requires 1 Portion of Metal + 1 of Wood and 2 Tools (furnace and hammer).
Description: enormous two-handed, double-headed axes, they are extremely slow to swing but their weight is enough to make bloody smears off a fully formed adult.
Properties: Damage 1/5/8, Long Grip, a creature with this weapon cannot take consecutive Attacks.

Greatsword

Rarity: Rare **Skills**: Heavy Weapons **Weight**: 4Kg **Crafting**: Metallurgy DL 4d6+4, 9 hours, requires 3 Portions of Metal and 2 Tools (furnace and hammer).
Description: among the most fearsome weapons in existence, these extremely long swords require great strength and both hands to be used but one swing is more than enough to chop limbs off.
Properties: Damage 1/3/8, Long Grip.

Grenade

Rarity: Rare **Skills**: Throwing Weapons **Weight**: 0,2Kg **Crafting**: Esoterica or Engineering DL 5d6, 5 hours, requires 2 Portions of Firedust and 1 Tool (pestle).
Description: small thrown explosive devices, grenades are used in combat against buildings, personnel and armor alike. To this day, one can find both improvised and Imperial versions.
Properties: Damage 2/8/14, Range 6m, detonates inflicting 5d6 Light Damage within 4m from the point of impact.

Halberd

Rarity: Uncommon **Skills**: Heavy Weapons **Weight**: 3,5Kg **Crafting**: Metallurgy DL3d6+2, 6 hours, requires 1 Portion of Wood +1 of Metal and 2 Tools (crucible and hammer).
Description: a series of blades mounted on a long staff, capable of inflicting grievous wounds.
Properties: Damage 2/4/9, Reach 2m, Long Grip.

Hammer

Rarity: Common **Skills**: Light Weapons **Weight**: 0,7Kg **Crafting**: Carpentry DL 2d6, 1 hour, requires 1 Portion of Wood and 1 Tool (planer).

Description: a hammer makes for both a helpful tool and a simple but effective weapon.
Properties: Damage 2/7/10

Heater

Rarity: Uncommon **Weight:** 12Kg **Crafting:** Metallurgy DL3d6+3, 6 hours, requires 2 Portions of Metal and 2 Tools (furnace and hammer).
Description: metal ovens with a chimney that provide heat by burning fuel and can be used to grill food or heat beverages up.
Properties: every Portion of fuel burned inside a Heater produces heat for twice as much time.

Heavy Armor

Rarity: Rare **Weight:** 2 Kg **Crafting:** Metallurgy DL3d6+10, 8 hours, requires 2 Portions of Metal and 2 Tools (furnace and hammer).
Description: shaping metals into surfaces capable of deflecting incoming blows is a closely guarded secret by the best Materian armorsmiths.
Properties: Res 3 to one Location. Protection.

Heavy Crossbow

Rarity: Rare **Skills:** Ranged Weapons **Weight:** 3,5Kg **Crafting:** Engineering + Carpentry DL 3d6+10, 10 hours, requires 2 Portions of Wood, 1 of Nails, 1 Rope and 2 Tools (screwdriver and planer).
Description: larger crossbows shoot heavier projectiles capable of piercing most suits of armor, but are slower to reload.
Properties: Damage 1/6/9, Range 10m, Reload 2, Strength +2, Ammunition (arrows).

Heavy Footwear

Rarity: Uncommon **Weight:** 1Kg **Crafting:** Tailoring DL 3d6+3, 6 hours, requires 2 Portions of Hides, 1 of Rope and 2 Tools (needle and knife or scissors).
Description: leather boots protect lower limbs from trauma, as well as climate.
Properties: -3 to the effects of difficult terrain and cold (read paragraph 4.4 Natural Hazards). Durability 2. Production costs are listed for a pair. Creatures with more than two locomotion limbs require additional sets of Heavy Footwear

Heavy Outfit

Rarity: Uncommon **Weight:** 1Kg **Crafting:** Tailoring DL 3d6+2, 5 hours, requires 1 Portion of Hides, 1 of Cloth, 1 of Rope and 2 Tools (needle and knife or scissors).
Description: animal skins tanned into warm clothes to protect from the most rigid climates.
Properties: a Heavy Outfit reduces by 3 the effects of cold to up to 3 Locations (read paragraph 4.4 Natural Hazards) and by -1m the overall Speed of any creature wearing it.

Hi-Tech Tool

Rarity: Rare **Weight:** 20g **Crafting:** Engineering+Metallurgy+Electronics DL 6d6+12, 6 hours, requires 1 Portion of Metallic Alloy, 1 of Nails, 1 of Rare Metal, 1 of Precious Stones and 4 Tools (furnace, hammer, pliers, screwdriver).
Description: building advanced items requires equally advanced tools, ranging from laser scalpels, electric drills, microscopes, electronic gauges and so on.
Properties: a creature can replace a normal Tool with its Hi-Tech Tool equivalent.

House

Rarity: Uncommon **Weight:** 10.000Kg **Crafting:** Carpentry DL 5d6+6, 24 hours, requires 50 Portions of Wood or Stone, 10 of Clay, 4 of Glass and 2 Tools (hammer and planer).
Description: larger and sturdier house retain heat more efficiently and feature a chimney built in at least one of their rooms.
Properties: houses 10 medium sized creatures. Res 1 Durability 1.

Hut

Rarity: Common **Weight:** 100Kg **Crafting:** Carpentry DL 3d6+3, 6 hours, requires 20 Portions of Wood and 10 of Clay.
Description: the simplest building found on Materia, it is efficient and can be erected anywhere, from stilts to hanging from vertical surfaces, and employing any material.
Properties: a hut houses 4 medium sized creatures.

Hyperbaric Helmet

Rarity: Unique **Weight:** 6Kg **Crafting:** Engineering+Electronics DL 4d6+30, 48 hours, requires 3 Portions of Metallic Alloy, 1 of Precious Metals, forge and Hi-Tech Tools.

Description: this piece of headgear dates back to the Ancient Human Empire and monitors the conditions of their wearer. A Hyperbaric Helmet regulates the wearer's internal pressure, brain oxygenation and activity by electromagnetic stimuli and is used to provide the maximum comfort to sleeping human beings.
Properties: the wearer of a Hyperbaric Helmet gain a +1 bonus when rolling on the Dream table if the result of the roll is less than 6. Every following day, the bonus increases by an additional +1. Recovery times are halved after 1d6 days of continuous use and after every 1d6 days after that. As an Action, a creature with access to the Hyperbaric Helmet data learns the vitals of its wearer within 2d6 Round. Res 4. Durability 4. A Hyperbaric Helmet needs 2d6 hours to be removed. Protection. Only animal life forms can use a Hyperbaric Helmet.

Ink

Rarity: Common **Weight:** 0,2Kg **Crafting:** Herbalism DL 2d6, 1 hour, requires 1 Portion of Water, 1 of flowers of any kind and 1 **Tool** (pestle) or Crockery (pot).
Description: many flowers can be boiled or crushed into pigments.
Properties: a Portion of Ink covers a 1x1m surface. Single Use.

Iso-Detector

Rarity: Rare **Weight:** 0,5Kg **Crafting:** Engineering+Electronics+Metallurgy DL 7d6+7, 40 hours, requires 2 Portions of Metallic Alloy, 2 of Rare Metals, 1 of Glass, 1 of **Nails**, 4 **Tools** (pliers, screwdriver, oven and bellows) and 1 **Hi-Tech Tool**.
Description: these keyboard and visor bracers were used by ancient humans to scan for nuclear and chemical signatures.
Properties: passing an Electronics DL 6d6+3 check over the course of 8 hours is needed to learn how to use it. As an Action an Iso-detector can be used to detect the presence of metals, animals, plants, specific minerals, radioactive, thermal or electromagnetic signatures within 15m (determine one when found). An Iso-detector has a total autonomy of 3d6 minutes (18 minutes when built) and recharges 1 minute of autonomy every 2 hours spent connected to a power supply.

Javelin

Rarity: Common **Skills:** Throwing Weapons **Weight:** 0,8Kg **Crafting:** Carpentry DL 2d6, 1 hour, requires 1 Portion of Wood and 1 **Tool** (planer).
Description: shorter spear sharpened at both ends and balanced for throwing.
Properties: Damage 3/6/12, Range 10m.

Jetpack

Rarity: Unique **Weight:** 25Kg **Crafting:** Engineering+Electronics+Metallurgy DL 10d6+15, 80 hours, requires 5 Portions of Metallic Alloy, 1 of Precious Metals, 5 of **Nails**, 4 **Tools** (pliers, screwdriver, furnace and hammer) and 1 **Hi-Tech Tool**.
Description: these advanced, back-mounted technological equipment allowed ancient humans to fly over short distances and with minimal backwash compared to other personal transportation systems.
Properties: Res: 3, Protection (back), a Jetpack has a total autonomy of 5d6 minutes (30 minutes if built). As an Action its wearer can hop at a Speed of 9m piloting it with one hand only. It is required to land on a solid surface at the end of every jump. By spending 1 minute of charge, the wearer can hover for 1 Round or double their Speed. A Jetpack recharges 1 minute of autonomy if connected to a power supply for 3 hours.

Jewelry

Rarity: Rare **Weight:** 0.1Kg **Crafting:** Metallurgy DL 5d6, 10 hours, requires 1 Portion of Precious Metals, 1 of Precious Stones and 2 **Tools** (oven and pliers).
Description: the most elaborate and complex jewels displayed by Materia's wealthiest are made of precious and rare materials to dazzle and surprise onlookers.
Properties: each Jewel a creature wears grants a +1 bonus to Interaction: Persuasion checks towards sentient beings.

Knuckler

Rarity: Common **Skills:** Light Weapons/Brawling **Weight:** 0,1 Kg **Crafting:** Metallurgy DL 2d6+1, 3 hours, requires 1 Portion of Metal and 2 **Tools** (furnace and hammer)
Description: metal bars with a handle used to amplify the strength of punches and protect one's fingers from the push back.
Properties: Damage 2/7/14.

Ladder
Rarity: Common **Weight:** 4Kg **Crafting:** Carpentry DL 2d6, 3 hours, requires 2 Portions of Wood and 1 Tool (planer).
Description: runged tools to reach otherwise inaccessible heights.
Properties: most Ladders range from 3 to 4 meters in length.

Lamp
Rarity: Uncommon **Weight:** 10Kg **Crafting:** Carpentry DL 3d6+2, 3 hours, requires 2 Portions of Wood and 1 Tool (planer).
Description: oil filled light sources hung from ceilings or to walls.
Properties: -

Lantern
Rarity: Uncommon **Weight:** 0,9Kg **Crafting:** Metallurgy DL 2d6+2, 2 hours, requires 1 Portion of Metal, 1 of Glass and 2 Tools (oven and hammer)
Description: this small metal container amplifies the light of its flame, protecting it from the elements.
Properties: a lantern requires oil and sheds light over 15m for 6 hours

Large Shield
Rarity: Rare **Skills:** Heavy Weapons **Weight:** 8Kg **Crafting:** Carpentry 4d6+3, 6 hours, requires 3 Portions of Wood and 1 Tool (planer).
Description: these heavy shields are particularly effective against arrows. When propped to the ground, they provide total cover.
Properties: Damage 2/7/15, Res: 2. A Large Shield covers the Location that wields it and other 2 Locations chosen at the end of the Turn or when taking a Reaction to Parry. If propped on the ground, as an Action it provides total cover against ranged attacks from a single direction. Protection.

Lenitive Ointment
Rarity: Uncommon **Weight:** 1Portion=0,4Kg **Crafting:** Herbalism DL 10+2d6, 2 hours, requires 1 Portion of Howling Tuber + 1 Portion of Wood coal and 1 Tool (pestle).
Description: this compound is commonly used in treating wounds, especially burns. Once concocted, Lenitive Ointments must be preserved inside a sealed container, otherwise they quickly expire.
Properties: when applied to a Damaged Location, it gets immediately Treated if the Damage is Light, after 1d6 hours if Medium or 1d6 days if Severe, halved if the Damage was caused by fire. If exposed to open air, a Portion of Lenitive Ointment loses its properties within 1d6 minutes. Single Use.

Light Crossbow
Rarity: Uncommon **Skills:** Ranged Weapons **Weight:** 2Kg **Crafting:** Engineering+Carpentry DL 2d6+7, 6 hours, requires 1 Portion of Wood, 1 of Nails, 1 Rope and 2 Tools (screwdriver and planer)
Description: light ranged weapons that mechanically actuate a bow to launch projectiles.
Properties: Damage 1/7/10, Range 10m, Reload 1, Strength +1, Ammunition (arrows).

Lock
Rarity: Uncommon **Weight:** 30g **Crafting:** Metallurgy+Engineering DL 2d6+10, 6 hours, 1 Portion of Metal, 1 of Nails and 3 Tools (oven, hammer and screwdriver)
Description: a combination lock is opened by a single key and is perfect for securing doors or protecting the contents of chests.
Properties: opening a Lock without its matching key requires a successful Stealth check with a proper Tool (picks) against DL 5d6 over the course of 1 minute. Res: 3.

Longbow
Rarity: Uncommon **Skills:** Ranged Weapons **Weight:** 1,2Kg **Crafting:** Carpentry 3d6+4, 3 hours, requires 1 Portion of Wood + 1 Rope and 1 Tool (planer).
Description: these larger bows shoot arrows over longer distances and require considerable strength to be pulled.
Properties: Damage 1/6/12 Range 10m, Long Grip, Ammunition (arrows). Drawing Longbow requires a positive Strength modifier.

Mace
Rarity: Uncommon **Skills:** Medium Weapons **Weight:** 1,6Kg **Crafting:** Sculpture DL 2d6+3, 3 hours, requires 1 Portion of Wood+1 of Stone/Bones and 1 Tool (chisel).
Description: short hafts studded with stones or metal are commonly employed against armor.
Properties: Damage 2/4/8.

Machete

Rarity: Common **Skills:** Light Weapons **Weight:** 0,7Kg **Crafting:** Metallurgy DL 2d6+4, 4 hours, requires 1 Portion of Metal and 2 Tools (furnace, hammer)
Description: long and broad blades to hack through both thick vegetation and enemies.
Properties: Damage 2/5/10

Machine Gun

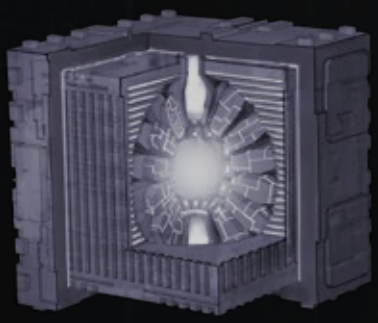
Rarity: Unique **Skills:** Firearms **Weight:** 3,5Kg **Crafting:** Engineering+Metallurgy DL 5d6 +20, 24 hours, requires 3 Portions of Metal (of which at least one must be Metallic Alloy), 1 of Nails and 3 Tools (screwdriver, furnace and hammer).
Description: these medium sized, high-velocity bullets bursting firearms were seen as antiquities back in the days of the Ancient Human Empire.
Properties: Damage: 0/5/8, Range 15m, Long Grip, Strength +3, Ammunition (Projectiles).

Mansion

Rarity: Rare **Weight:** 30.000Kg **Crafting:** Carpentry+Engineering DL 7d6+12, 72 hours, requires 100 Portions of Wood, 20 of Clay, 10 of Stone, 10 of Glass and 3 Tools (chisel, hammer and planer).
Description: Materia's elites live in immense dwellings, sometimes fitted with inner gardens or majestic halls, alongside their servants.
Properties: a Mansion can house up to 20 medium-sized individuals. Res 2 Durability 1.

Matrix

Rarity: Unique **Weight:** 7Kg **Crafting:** Engineering+Electronics+Metallurgy DL 6d6+40, 300 hours, requires 3 Portions Metallic Alloy, 2 of Precious Metals and 2 of Precious Stones, 2 of Chemicals, 2 of Nails and 5 Hi-tech Tools.
Description: if Mecha-Suits were the pinnacle of Ancient Imperial robotics, Matrices were their digital counterpart. Though the largest were only 50cm cubic units, these drones follow their master anywhere providing a constant connection to the Ubernet and the entirety of human knowledge.
Properties: when activated, a Matrix bonds with an individual over the course of 1d6 minutes like a Mecha-Suit does and follows them forever. As an Action, the creature can ask the Matrix a question that it answers within 1d6-1 minutes if the Matrix is able to. The database of a Matrix is large enough to be functionally infinite, but a few thousands of years out of date. A Matrix features every kind of sensor capable of recording images, sounds, smells and atmospheric pressures within 1Km and electromagnetic charges, temperatures, radiations and even chemicals within 1m. The creature the Matrix is bonded to gains a +1d6 to any Skill for the rest any Round it's been used to gather information. The Matrix recharges in proximity of Sentients over the course of 4 hours. Found Matrices reactivate within 1d6 hours.



Maul

Rarity: Uncommon **Skills:** Heavy Weapons **Weight:** 6Kg **Crafting:** Carpentry DL 4d6, 5 hours, requires 2 Portions of Wood and 1 Tool (planer).
Description: these long hafted hammers deal devastating blows and crush the mightiest opponents or even forcefully dismount riders.
Properties: Damage 2/4/8, Long Grip, a creature wielding this weapon cannot make consecutive Attacks.

Mechanical Exoskeleton

Rarity: Rare **Weight:** 5Kg **Crafting:** Engineering+Electronics DL 5d6+15, 12 hours, requires 2 Portions of Metallic Alloy, Hi-Tech Tools, 3 of Nails, 3 Tool (screwdriver, oven and hammer) and 1 Hi-Tech Tool.
Description: these mechanical limbs were used by ancient humans to enhance their capabilities or replace lost limbs and are actuated by mental impulses.
Properties: One piece of Mechanical Exoskeleton covers one Location and grants +1 Body. Res: 2 and Durability 2. If attached to an amputated limb or used as an additional one, it imposes a -1d6 penalty to all Actions taken with it. Protection.

Medium Shield

Rarity: Uncommon **Skills:** Medium Weapons **Weight:** 5Kg **Crafting:** Carpentry 3d6+2, 4 hours, requires 2 Portions of Wood and 1 Tool (planer).
Description: these sizable shields often take a round or triangular shape.
Properties: Damage 2/8/15, Res: 1. A Medium Shield covers the Location that wields it and another chosen at the end of the Turn or when taking a Reaction to Parry. Protection.

Miraculous Fumes

Rarity: Rare **Weight:** 1 Portion=0,5Kg **Crafting:** Esoterica/Herbalism DL 3d6+10, 4 hours and requires 1 Portion of Mur Blood +1 of Xylanta Root +1 of Alcoholic Beverage and 2 Tools (pestle and vial).
Description: boiling roots in alcohol mixed with dried Mur blood yields a warm and thick liquid whose fumes help defeating most diseases.
Properties: exposure to the fumes for at least 5 minutes (total duration: 2d6+4 minutes) grants a +1d6 bonus to Diseases resist checks and immediately lets anybody take another attempt to defeat any Disease the smoker is suffering from. Every minute of exposure the smoker's Infection score is reduced by 1. Single Use.

Musical Instrument

Rarity: Common **Weight:** variable **Crafting:** Carpentry+Engineering DL 4d6, 3 hours, requires 1 Portion of Wood, 1 of Hides and a Tool (planer).
Description: flutes, drums, cord instruments and even keyboards, they include every tool used to make music and lead an audience on the wings of inspiration.
Properties: every additional musical instrument after the first used in a performance grants a +1 bonus to its Music check.

Nails

Rarity: Uncommon **Weight:** 20g **Crafting:** Metallurgy DL 3d6+1, 2 hours, requires 1 Portion of Metal and 1 Tool (oven)
Description: nails keep together the many components of an Artifact and some are often threaded into screws.
Properties: using 1 Portion of Nails to craft a Carpentry or Engineering Artifact that does not list Nails in its base ingredients reduces the check DL by 1.

Net

Rarity: Common **Skills:** Throwing Weapons **Weight:** 4Kg **Crafting:** Tailoring DL 2d6+6, 3 hours, requires 3 Portions of Rope.
Description: obtained by joining together many ropes into a 3x3m square, nets are often used in fishing and hunting.
Properties: if successfully thrown at a target, they are Hindered. Semi-Sentient and Sentient targets can take an Action to break free.

Nightmare Spear

Rarity: Uncommon **Weight:** 1 Portion=3g **Crafting:** Herbalism DL10+2d6, 1 hour (serve 1 Portion of Tantar Leaves + 1 Portion of Resin and 1 Tool (pestle)
Description: this common Poison is made from easily found plants and is often used by hunters to slow their prey down before they kill them. Once concocted, it must be kept in a sealed container, otherwise it evaporates soon.
Properties: if a weapon coated in Nightmare Spear inflicts Damage, the target must pass a IS 1d6+2 check or suffer a -1 penalty to Reactivity and see their Speed halved for 1 minute per point they failed the check. If they fail the check by 3 or more points, the target of the Poison is Unconscious. Nightmare Spear evaporates after 1 minute after application. Single Use.

Nose Philters

Rarity: Rare **Weight:** 2g each **Crafting:** Engineering+Electronics+Esoterica DL 10d6, 24 hours, requires 1 Portion of Gum, 1 of Precious Metals and 1 Hi-Tech Tool.
Description: small filters that fit into a creature's nostrils allowing them to breathe anywhere.
Properties: the wearer of Nose Philters can breathe underwater and is immune to any gas for 5d6 minutes or 30 minutes if they build a pair.

Parchment

Rarity: Common **Weight:** 1g **Crafting:** Tailoring DL 3d6, 4 hours, requires 1 Portion of Hides or of Fibers and 1 Tool (loom).
Description: by tanning animal skins or weaving fibers together, Sentients are known to make drawing or writing media.
Properties: -

Pistol

Rarity: Rare **Skills:** Firearms **Weight:** 1Kg **Crafting:** Engineering+Metallurgy DL 4d6+12, 12 hours, requires 2 Portions of Metal, 1 of Nails, and 3 Tools (screwdriver, furnace and hammer).
Description: these basic, one handed firearms come in all shapes and sizes, from the most advanced

Imperial models to barely working muzzle loaders.
Properties: Damage 0/6/8, Range 10m, Strength +2, Piercing 2, Ammunition (Bullets).

Plasma Cannon

Rarity: Unique **Skills:** Firearms **Weight:** 12Kg **Crafting:** Engineering + Metallurgy +Electronics DL 6d6+30, 100 hours, requires 3 Portions of Metallic Alloy, 2 of Precious Metals, 2 of Precious Stones, 2 of Nails 4 Tools (pliers, screwdriver, furnace and hammer) and 2 Hi-Tech Tools.
Description: these enormous guns were employed by the assault Mecha-Suits of the Ancient Human Empire and are powerful enough to down flying targets with a single shot. Only a handful are still in working conditions.
Properties: Damage 0/3/6, Range 50m, Long Grip, Piercing 10, Ammunition (1 round of ammunition = 24 hours of charge).

Psychic Catheter

Rarity: Unique **Weight:** 0,4Kg **Crafting:** Engineering+Metallurgy+Electronics DL 7d6+30, 180 hours, requires 1 Portion of Metallic Alloy, 4 of Precious Metals, 1 of Chemicals, 1 of Nails, 4 Tools (pliers, screwdriver, furnace and hammer) and 2 Hi-tech Tools.
Description: these brain-cleansing implants are installed to the cerebellum and were devised by the earlier Clones of the Ancient Human Empire to contain their tendency to develop mental disorders.
Properties: when installed (Medicine DL6d6 over the course of 10 minutes), a Psychic Catheter reduces the Mental Disorders score of the creature by 1d6 and an additional 1d6 every day after the surgery. Any Mental Disorders or Morale change occurring when the Psychic Catheter is installed, both positive and negative, is reduced by 1d6. A creature implanted with a Psychic Catheter receives a +1d6 bonus to resist with NS but is Distracted on all Interaction checks.

Quadrispear

Rarity: Unique (Rare for Arthropoids during Character creation) **Skills:** Heavy Weapons **Weight:** 2Kg
Crafting: Sculpture DL 4d6+15, 3 hours, requires 2 Portions of Chitin.
Description: the most famous and deadly Arthropoid weapon, the Quadrispear is a four-pronged spear formed from a single pour of the rare secretion from their own glands.
Properties: Damage 1/6/10, Piercing 4, Long Grip.

Raft

Rarity: Common **Weight:** 60Kg **Crafting:** Engineering DL 2d6+5, 2 hours, requires 3 Portions of Wood and 1 Rope.
Description: tying together logs and similarly buoyant materials, Materians crossed rivers and seas using nothing but an oar.
Properties: a Raft holds up to 200Kg, floats and features a useful surface of 3x3m. The Speed of a Raft is the same as the water current.

Ray Pistol

Rarity: Unique **Skills:** Firearms **Weight:** 0,9Kg **Crafting:** Engineering + Metallurgy + Electronics DL 6d6+20, 48 hours, requires 1 Portion of Metallic Alloy + 1 of Precious Metals, 1 of Precious Stones, 1 of Nails, 4 Tools (pliers, screwdriver, furnace and hammer) and 1 Hi-Tech Tool.
Description: among the widest spread weapons during the later Ancient Human Empire era, Ray Pistols shoot short ranged laser pulses and are found in many shapes.
Properties: Damage 0/5/7, Range 15m, Piercing 4, Ammunition (8 hours connected to an electric power source recharge 1 round of ammunition).

Ray Rifle

Rarity: Unique **Skills:** Firearms **Weight:** 1,6Kg **Crafting:** Engineering + Metallurgy + Electronics DL 6d6 +25, 72 hours, requires 2 Portions of Metallic Alloy, 1 of Precious Metals, 1 of Precious Stones, 1 of Nails, 4 Tools (pliers, screwdriver, oven and hammer) and 1 Hi-Tech Tool.
Description: once standard equipments to the ancient human expeditionary forces, ray weapons are among the rarest and most valuable wargear from those old days.
Properties: Damage 0/5/6, Range 25m, Long Grip, Piercing 5, Ammunition (12 hours connected to an electrical power supply recharge 1 round of ammunition).

Rifle

Rarity: Rare **Skills:** Firearms **Weight:** 3Kg **Crafting:** Engineering + Metallurgy DL 4d6+15, 15 hours, requires 3 Portions of Metal, 1 of Nails and 3 Tools (screwdriver, furnace and hammer).
Description: long-barreled and equally long-ranged firearms often used in hunting, present day rifles are nothing compared to Ancient Human ones, often of far superior materials and build.
Properties: Damage 0/6/8, Range 12m, Long Grip, Strength +3, Reload 1, Ammunition (bullets)

Rocket

Rarity: Rare **Weight:** 0,1Kg **Crafting:** Esoterica+Metallurgy DL 6d6 , 3 hours, requires 2 Firedust Portions, 1 of Metal and 2 Tools (oven and hammer).
Description: aerodynamic explosive devices capable of covering great distances and often used for recreation pyrotechnics or as Rocket Launcher ammunition.
Properties: Rockets fly in a straight line 10d6m, then detonate inflicting 10d6 Light Damage within 10m.

Rocket Launcher

Rarity: Unique **Skills:** Firearms **Weight:** 4,5Kg **Crafting:** Engineering + Metallurgy DL 5d6+25, 50 hours, requires 4 Portions of Metal, 1 of Nails and 3 Tools (screwdriver, oven and hammer).
Description: these large cylinders launch explosive warheads and were used in the past against armor and fortifications. Only the most advanced cultures on Materia developed their own primitive versions.
Properties: Damage 0/6/7, Range 25m, Strength +5, Reload 2, anything caught within 10m of the explosion of a rocket suffers 10d6 Light Damage, Reload 1, Ammunition (rockets).

Rope

Rarity: Common **Weight:** 1Kg **Crafting:** Tailoring DL 3d6, 4 hours, requires 1 Portion of Cloth.
Description: rope is made by braiding fibers together. A length of 10m holds up to 100Kg before snapping.
Properties: -

Rover

Rarity: Unique **Weight:** 1500Kg **Crafting:** Engineering+Electronics+Metallurgy DL 7d6+25, 60 hours, requires 15 Portions of Metallic Alloy, 1 of Precious Metals, 2 of Glass, 10 of Nails, 1 of Hides, 3 Tools (screwdriver, furnace and hammer) and 2 Hi-Tech Tools.
Description: Ancient Imperial four-wheeled vehicles used in exploring alien worlds. They all feature a large and sealed cabin and powerful electric engines and some models are equipped with tracks in place of wheels.
Properties: Res: 4, Durability: 3. A Rover can carry up to 2000Kg and has a useful surface of 6x2m. Its occupants benefit from total cover. Turning on and piloting a Rover requires an Action. A Rover moves at 80m/Round. Each Round the Rover moves at its maximum Speed, it accelerates by an additional 80m up to 250 m/Round. A Rover has a total autonomy of 3d6 hours when found or 18 hours when built and recharges 10 minutes of autonomy per hour spent connected to an electrical power supply.

Saber

Rarity: Uncommon **Skills:** Medium Weapons **Weight:** 1,1Kg **Crafting:** Metallurgy DL 3d6+2, 9 hours, requires 2 Portions of Metal and 2 Tools (furnace and hammer).
Description: these curved blades are slightly shorter than most swords and require different techniques.
Properties: Damage 1/5/8.

Sealed Container

Rarity: Rare **Weight:** 3Kg **Crafting:** Engineering+Electronics+Metallurgy DL 4d6+8, 8 hours, requires 2 Portions of Metallic Alloy, 1 of Rare Metals, 1 of Nails, 1 Chemical, 3 Tools (screwdriver, oven and hammer) and 1 Hi-Tech Tool.
Description: perfectly sealed containers used by ancient human settlers to preserve materials from outside interference.
Properties: a Sealed Container has a useful space of 1x1x1m and its internal temperature can be set to preserve food or still functional organs too. A Sealed Container can be drained of all air to keep its contents under vacuum seal. A Sealed Container has a 5d6 days autonomy (30 when built) and recharges 1 day of power every 3 hours spent connected to an electrical power source.

Shelter

Rarity: Common **Weight:** 5Kg **Crafting:** Carpentry/Engineering DL 2d6, 1 hour, requires 1 Portion of Wood and 1 of Fibers
Description: small, makeshift roofs made of leaves or dry twigs. Some are hanging, but most are built at ground level by many travelers.
Properties: Shelters allow travelers to Rest when out in the wild (read paragraph 3.4 Recovery).

ADVICE:

When creating Characters and Non Player Characters, picture their gear from this list and then only later add special materials from ***paragraph 4.1 Resources***, if needed.

This is particularly helpful to tell apart a shoddy muzzle-loader from a metamaterial revolver straight out of the days of the Ancient Human Empire.

Ship

Rarity: Rare **Weight:** 1200Kg **Crafting:** Carpentry+Engineering DL 6d6+4, 48 hours, requires 30 Portions of Wood, 4 of Nails, 3 of Cloth, 3 Ropes and 2 Tools (planer and hammer).+2 Portions of Wood and 2 of Cloth for an additional mast with sail.
Description: these larger vessels feature a cargo hold, one or more masts, a helm and rudder for steering.
Properties: a Ship can carry 3000Kg worth of cargo space, has a useful surface of 8x3m and reduces all received pushes by 2d6m when floating. Passengers beneath the deck benefit from total cover, while the helm is exposed. When a Ship follows the current, its Speed increases by 3m per wind intensity rank (read paragraph 4.5 Terrain) per mast. If at least 4 creatures are rowing, it gains Speed 2m per Action taken rowing.

Short Bow

Rarity: Common **Skills:** Ranged Weapons **Weight:** 0,8Kg **Crafting:** Carpentry DL 2d6+3, 2 hours, requires 1 Portion of Wood, 1 Rope and 1 Tool (planer).
Description: smaller bows are appreciated for ease and quickness of use.
Properties: Damage 2/7/13, Range 6m, Long Grip, Ammunition (arrows).

Sickle

Rarity: Common **Skills:** Light Weapons **Weight:** 0,5Kg **Crafting:** Metallurgy DL 2d6+2, 4 hours, requires 1 Portion of Metal and 2 Tools (furnace, hammer)
Description: used mostly in farming, some peoples use deceptively efficient sickle-like weapons.
Properties: Damage 2/5/12

Simple Armor

Rarity: Common **Weight:** 0,3Kg **Crafting:** Tailoring DL 2d6+5, 3 hours, requires 1 Portion of Hides and 1 Tool (scissors or knife).
Description: this simple leather protective gear is better than nothing, perfect for adventurers who prefer speed to safety.
Properties: Res 1 to one Location. Protection.

Simple Footwear

Rarity: Common **Weight:** 0,2Kg each **Crafting:** Tailoring DL 2d6+2, 3 hours, requires 1 Portion of Hides, 1 of Rope and 1 Tool (knife or scissors)
Description: protecting one's lower limbs is key for surviving the ruthless road.
Properties: -1 to negative effects from difficult terrain and cold (read paragraph 4.4 Natural Hazards). Production costs are listed for a pair. Creatures with more than two locomotion limbs require additional pairs of Simple Footwear.

Simple Outfit

Rarity: Common **Weight:** 0,2Kg **Crafting:** Tailoring DL 2d6+1, 4 hours, requires 1 Portion of Cloth, 1 of Rope and 1 Tool (needle)
Description: togas, cloaks and tunics are the most common clothing items on Materia. In its most advanced societies, clothing is not just a means to retain body heat, but a symbol of status or allegiance.
Properties: a Simple Outfit reduces by 1 the effects of cold to up to 3 Locations (read paragraph 4.4 Natural Hazards).

Sled

Rarity: Common **Weight:** 3Kg **Crafting:** Engineering DL 3d6, 1 hour, requires 2 Portions of Wood and 1 Rope.
Description: simple means of transportation that slides on the ground under animal traction and comes in shapes specialized for traveling on snow or sand.
Properties: a Sled carries up to 100Kg and has a useful area of 1,5x1m.

Sling

Rarity: Common **Skills:** Throwing Weapons **Weight:** 0,1Kg
Crafting: Tailoring DL 3d6, 1 hour, requires 2 Ropes or Portions of Hides.
Description: strips of leather or rope with a pocket that holds a stone that is then thrown over great distances.
Properties: 3/7/15, Range 10m, Reload 1, every Action taken in the same Round to spin the sling grants it +1 Strength and +1m Range. Ammunition (Stone).

Small Shield
Rarity: Common **Weight:** 3Kg **Skills:** Light Weapons **Crafting:** Carpentry 2d6+1, 2 hours, requires 1 Portion of Wood and 1 Tool (planer).
Description: these shields are usually not wider than half a meter and easy to use.
Properties: Damage 3/8/15. A Small Shield covers the Location that wields it. Protection.

Smoke Canister
Rarity: Common **Weight:** 0,1Kg **Crafting:** Esoterica DL 2d6, 3 hours, requires 2 different Chemicals and 1 Tool (pestle).
Description: these small canisters often made of leaves or bark are filled with chemicals that burn into a thick smoke.
Properties: when lit, a Smoke Canister spreads smoke within 2m, spreading by an additional 6m downwind for 1d6 minutes. Single Use.

Soul Mirror
Rarity: Unique **Weight:** 1Kg **Crafting:** Esoterica DL 6d6+6, 6 hours, requires 2 Portions of Precious Metals (mercury), the brain of a Mother (read its entry in the ***Text of Creatures***) and 2 Tools (vials).
Description: this compound is considered the pinnacle of alchemy, a semi-liquid, gravity defying substance kept in closed containers. When absorbed by an organism, a Soul Mirror provides unique clarity that leads many to radically change their lives, as if under a sudden and inexplicable epiphany.
Properties: if put closer to one's face, it flows into every opening and Stuns the creature for 2d6 minutes. Then, the substance is expelled in the same way, although now liquid and heavier. The creature loses 2d6 Mental Disorders, gains a +1 permanent Morale bonus and is cleansed of every other negative psychological effect. Single Use.

Spear
Rarity: Common **Skills:** Heavy Weapons **Weight:** 3Kg **Crafting:** Carpentry+Sculpture DL 2d6+2, 2 hours, requires 1 Portion of Wood, 1 of Bones/Stone and 2 Tools (planer and chisel).
Description: long and thick staves with a sharp extremity, useful to keep enemies at bay.
Properties: Damage 2/6/10, Reach 2m, Long Grip.

Staff
Rarity: Common **Skills:** Medium Weapons **Weight:** 1Kg **Crafting:** Carpentry DL 2d6+1, 2 hours, requires 1 Portion of Wood and 1 Tool (planer).
Description: up to 2m in length, staves are often reinforced at either end for combat.
Properties: Damage 2/6/13, Long Grip.

Stick
Rarity: Common **Skills:** Light Weapons **Weight:** 0,4 Kg **Crafting:** Carpentry DL 2d6, requires 1 Portion of Wood and 1 Tool (planer).
Description: not longer than 50cm, these sticks make for perfect truncheons when fitted with a handle and refined with lathe-work.
Properties: Damage 2/7/13.

Stinging Powder
Rarity: Common **Weight:** 10g **Crafting:** Herbalism DL 2d6+4, 2 hours, requires 2 Portions of Seeds (Tantar) and 1 Tool (pestle).
Description: powdered Tantar seeds, appreciated for its medical properties, are often used as a respiratory irritant.
Properties: if thrown to a Location with respiratory organs of an adjacent creature, they must pass an IS 3 resist check or be Distracted for 1 Round per point they failed the check as they uncontrollably cough, sneeze and cry. Single Use.

Stunner
Rarity: Rare **Skills:** Light Weapons **Weight:** 0,2Kg **Crafting:** Engineering + Electronics DL 6d6+3, 8 hours, requires 2 Portions of Metal (of which one must be Precious), 1 of Nails, 3 Tools (screwdriver, furnace and hammer) and 1 Hi-Tech Tool.
Description: small devices that discharge electricity to stun living beings.
Properties: a creature hit by a Stunner suffers the effects of a High Intensity electrical discharge (read paragraph 4.4 Natural Hazards). Ammunition (a Stunner recovers 1 charge per 2 hours spent connected to an electric power supply). When crafted or purchased during Character creation, a Stunner has 3 charges.

Sword
Rarity: Uncommon **Skills:** Medium Weapons **Weight:** 1,5Kg **Crafting:** Metallurgy DL 3d6+3, 8 hours, requires 2 Portions of Metal and 2 Tools (furnace and hammer).

Description: straight, usually 1 meter long blades with some form of hand protection and a handle. There are as many styles of sword as there are cultures to wield them.
Properties: Damage 1/4/9.

Table

Rarity: Common
Weight: 60Kg
Crafting: Carpentry DL 2d6+3, 2 hours, requires 2 Portions of Wood and 1 Tool (planer).
Description: useful furniture to hold things, usually on 4 legs.
Properties: -

Tent

Rarity: Uncommon
Weight: 2Kg
Crafting: Tailoring+Engineering DL 3d6, 2 hours, 1 Portion of Wood, 1 Portion of Cloth or Hides and a Rope. The volume of the Tent doubles, the DL of the check increases by 1d6 and the duration by 1 hour for every additional Resource of each type.
Description: this portable piece of equipment provides shelter to 1 medium sized individual, but can be built to accommodate more.
Properties: creatures Resting in a Tent do not suffer the penalties for Resting outdoors and are sheltered from the weather. Res:-2.

Terraforming Device

Rarity: Unique
Weight: 250Kg
Crafting: Engineering + Metallurgy + Electronics DL5d6+20, 50 hours, requires 5 Portions of Metal (of which at least 2 Rare), 6 of Nails, 3 Tools (furnace, pliers and hammer) and 2 Hi-Tech Tools.
Description: these technological wanders dating back to the Ancient Human Empire were used to make alien worlds habitable.
Properties: when activated, a Terraforming Device anchors into the ground and begins terraforming the area in a 6m radius. Within 2d6 minutes, that area is filled with breathable oxygen, cleansed of harmful gases, temperature turns warm and radiation sources are decreased by 1 rank every additional 2d6 minutes. Within 3d6 additional minutes, the ground becomes arable, grants 1 Portion of food to Shrubs and removes electromagnetic interference. Found Terraforming Devices have a 2d6 hours autonomy. Newly built Terraforming Devices have a 3d6 hours autonomy plus an additional 1d6 per point their crafting check was passed. Turning on or shutting down a Terraforming Device requires an Electronics check against DL3d6+10 over the course of 8 hours.

Tool

Rarity: Common
Weight: variable
Crafting: Metallurgy/Sculpture/Engineering/Carpentry DL 2d6+5, 2 hours, requires 1 Portion of Metal/Stone/Wood (an additional +1d6 DL, +2 hours and +1 Portion for heavy ones).
Description: all the tools necessary to perform specific tasks such as planers, scissors, pestles, hammers, screwdrivers, brushes, chisels, drills and the like are grouped under Tools.
Properties: every specific Tool is required to craft specific items.

Torch

Rarity: Common
Weight: 0,2Kg
Crafting: Engineering/Esoterica DL 3d6, 10 minutes, requires 1 Portion of Wood, 1 of Cloth and 1 of Resin or Oil.
Description: sticks soaked in fuel to provide illumination for long periods of time.
Properties: a lit Torch sheds light within 9m for 1d6 hours. Single Use.

Trap

Rarity: Uncommon
Weight: 1Kg
Crafting: Engineering DL 4d6, 1 hour, requires 1 Portion of Wood, 1 Rope and a Tool (knife or planer). If a creature expends 1 additional Portion of each resource, over the course of twice the crafting time and with a +1crafting DL malus, the DL to break free of the trap increases by 1d6+1.
Description: devices built to kill or maim prey of differing size. Common examples are bear traps, nooses, falling logs and lures, but each culture on Materia makes their own.
Properties: when placed, a creature can set a trap as an Action to spring under 5kg of pressures. A creature caught in a trap is Immobilized unless they spend a Reaction to Dodge (the AV must equal 1d6). Creatures caught in a Trap can break free with a successful Body DL 2d6+5 check.

Trinket

Rarity: Common
Weight: 50g
Crafting: Sculpture/Metallurgy DL 3d6, 5 hours, requires 1 Portion of Metal or 2 of Bones/Stone and 1 Tool (oven or chisel)
Description: pieces of jewelry often used to adorn one's appearance or show one's status, like earrings, necklaces, pendants and ankle-pieces.
Properties: each openly worn Trinket grants a +1 bonus to Interaction:Persuasion checks towards Sentients who see it for the first time.

Universal Printer

Rarity: Unique
Weight: 45Kg
Crafting: Engineering + Metallurgy + Electronics DL4d6+25, 40 hours, requires 6 Portions of Metal (of which at least 2 must be Rare), 3 of Nails 3 Tools (furnace, screwdriver and hammer) and 2 Hi-Tech Tools.
Description: extremely compact and advanced 3D printers with intuitive commands capable of printing any item from raw resources. It is believed they were widespread in the early days of the Ancient Human Empire.
Properties: To activate a Universal Printer, a creature must pass an Electronics check against DL 2d6+12 over the course of 12 hours. On a successful Electronics check against a DL, over the course of a time equal to half that of the item to print and by providing the raw Resources, a creature can use a Universal Printer to manufacture almost anything. The few Universal Printers found on Materia feature 3d6 hours autonomy. Built Universal Printers, instead, have 2d6 hours autonomy plus an additional 1d6 per point the crafting check was passed. Universal Printers recover 1 hour of autonomy every 8 hours spent recharging from an electrical power source.

Wagon

Rarity: Rare
Weight: 800Kg
Crafting: Carpentry+Engineering DL 5d6+7, 24 hours, requires 18 Portions of Wood, 2 of Nails, 1 Rope and 2 Tools (planer and hammer).
Description: these large vehicles feature a spacious covered bed on four wheels and are usually pulled by pairs of pack animals.
Properties: 1000Kg cargo capacity and a useful surface of 5x2m. The walls of a Wagon provide total cover to all its occupants but the driver.

Well

Rarity: Uncommon
Weight: -
Crafting: Engineering DL 4d6, 12 hours and 1 Tool (shovel)
Description: access to water is key for both adventuring groups and emergent communities. Once found, at times one must dig through tens of meters to gain a quick access.
Properties: -

Whip

Rarity: Common
Skills: Light Weapons
Weight: 0,6Kg
Crafting: Tailoring DL 3d6, 3 hours, requires 2 Portions of Rope or Hides.
Description: a long and robust filament that, if cracked mid air, snaps loudly and causes deep wounds.
Properties: Damage 3/7/15, Reach 3m.

Work of Art

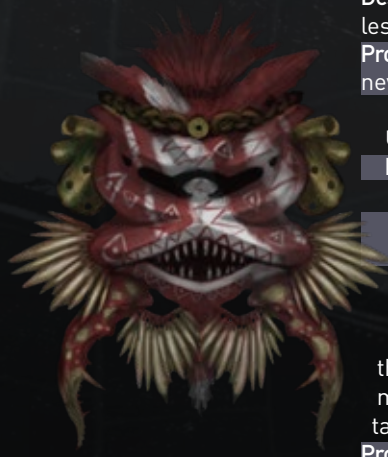
Rarity: Common or higher (read description)

Weight: variable

Crafting: Sculpture/Figurative Arts/Tailoring DL 4d6, 4 hours, 1 Portion of Stone/Parchment/Cloth and a Tool (chisel or brush). For every additional Rarity step, an additional 1d6 DL and one extra Portion of each resource are required and its construction time doubles.

Description: paintings, sculptures, mosaics, frescoes and so on are but a few examples of the countless artistic creations of Materia's children.

Properties: the owner of a Work of Art gains a +1 bonus to Interaction towards creatures who have never seen it before, plus an additional +1 per Rarity rank beyond Common.



Worldmasks

Rarity: Unique

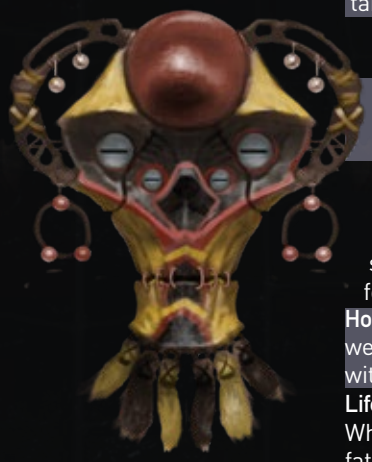
Weight: 0.8Kg

Crafting: Tailoring+Figurative Arts DL 10d6, 10 hours, requires 1 Portion of Wood, 2 of Ink, 1 of Bones, 1 of Hides, 1 of Precious Metals or Stones and 2 Tools (knife and brush).

Description: the sacred crafting techniques of these peculiar clothes are well known all over Materia for their symbolic meaning since their colors and patterns convey ideas common to all Sentients. Not only do they inspire deep, universal feelings in those who see them, but in those who wear them as well, who gain the almost religious conviction of embodying the idea their mask represents. Therefore, whatever deed requires to be performed by the wearer, they will not take the Mask off until it is done.

Properties: each Mask represents a unique concept and is taken before embarking on a venture. If taken off while its goal is not reached or still worn after, it does not provide any bonus.

A creature can benefit only from one Mask at a time and only if they built it themselves, since the crafting process is supposed to help the maker become one with their purpose. Protection.



Death: worn by assassins and those who are out to settle scores with blood. Whoever sees it suffers -1 Reactivity, its wearer gains a +1 Piercing bonus to their Attacks and suffers +3 Mental Disorders (they must kill a specific individual).

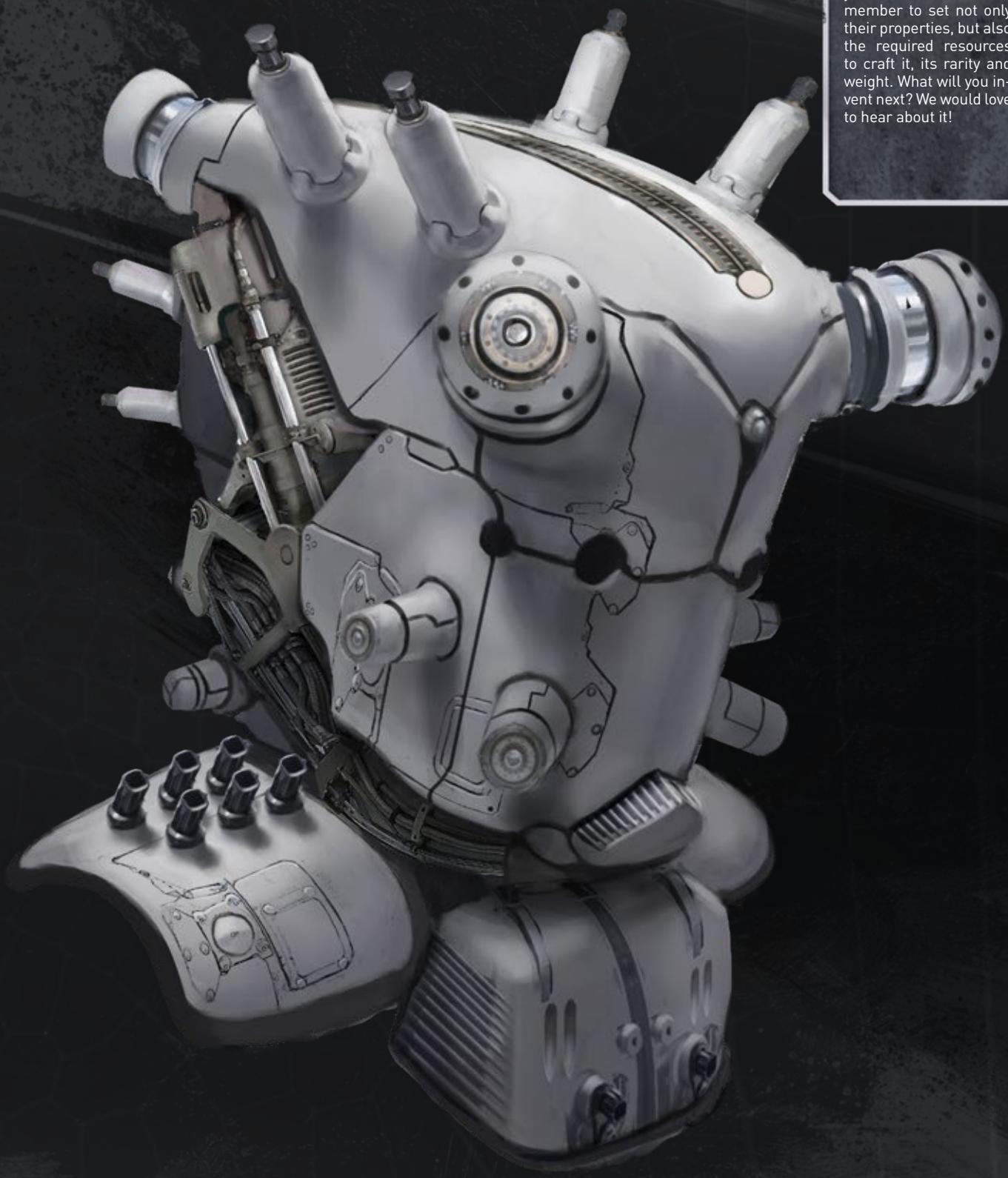
Despair: worn by any who suffered a grievous loss or lives in deep pain. Whoever sees its wearer for the first time must pass a NS 1d6+1 resist check or start crying, becoming Distracted for 1 Round per point they failed the check. The wearer gains +1 Morale per negative Condition they suffer from and suffers +3 Mental Disorders (to satisfy them, the wearer must mourn their loss for at least 1d6 hours every day for at least 2d6+10 days).

Hope: worn by revolutionaries, benefactors of all kinds and charismatic leaders. The allies of the wearer who see the Mask receive a +1 Morale bonus. The wearer gains a +1d6 bonus to resisting with NS and suffers +3 Mental Disorders (they must complete a specific deed for their community).

Life: worn by leaders of communities on the path to growth and prosperity, saints and ascetics. Whoever sees its wearer heals in half the time and works at twice the rate before suffering from fatigue. The wearer reduces every negative Condition by 1d6 and suffers +3 Mental Disorders (they cannot inflict damage to living creatures and their community must not suffer damage).

Peace: worn by those wishing to bring peaceful resolution to a conflict and those attempting to entertain diplomatic relationships with aggressive groups. Whoever sees its wearer for the first time must pass a NS 1d6+1 check or cannot take hostile Actions for 1 Round per point they failed the check. The wearer of the Mask gains a +1d6 bonus to Interaction: Persuasion checks and suffers +3 Mental Disorders (they must convince a specific warring group to cease hostilities).

War: worn by warlords, leaders and champion after success in battle. Whoever sees its wearer for the first time must pass a NS 1d6+1 check or be Scared for 1 Round per point they failed the check. The wearer can forgo 1 Reaction for a Round to be Focused on their next Attack and suffers +3 Mental Disorders (they must defeat a specific group of creatures).



ADVICE

Much like Resources, feel free to come up with your own Artifacts! Remember to set not only their properties, but also the required resources to craft it, its rarity and weight. What will you invent next? We would love to hear about it!

4.3 - FOOD

Food is key for survival and every Materian culture and creature has its own preferences and needs.

The following is a list of many typical Materian Foods, their Properties and preparation. ***Paragraph 3.2 Checks*** lists many cooking styles to make nutritious foods through different recipes (read ***paragraph 3.5 Diet***).

During Character Creation:
When creating a Character, you have a budget of Equipment points to spend according to the following:
1= 1x Common Artifact/Food/Resource
2= 1x Uncommon Artifact/Food/Resource
4= 1x Rare Artifact/Food/Resource

A NOTE: Unique Foods cannot be acquired during Character creation, but only during play.

UNDERSTANDING FOOD PROFILES

Name: a Food's common name
Weight: the average weight of a Portion of that Food.
Gather: the DL and duration of Perception checks made to find Portions of that Food. If that Food is sourced from a creature from the Text of Creatures, a successful Perception check involves an encounter with it. If the Character fails the check by 5 or more, they must face a random encounter from those available to the environment they are in.
Crafting: the DL, duration and required ingredients for the Cooking check to prepare this food, if any. If, instead of Cooking, a Food lists Animal Empathy or Herbalism, the provided DL means the Food must be obtained through animal farming. Farming-related checks cannot be shortened.
Cooking: how the Food can be cooked and any additional effects (read paragraph 3.2 Checks for more information on cooking methods).
Description: the appearance and characteristics of a Food.
Properties: the rules and effects that consuming a specific Food applies to any organism, including the Properties from the following list:

- *Nourishing:* 1 Portion of this Food covers a creature's Daily Needs and lists how long it retains this Property.
- *Single Use:* Food with this property can be used only once.

Greens

Many Materians - whether out of choice or specific digestive needs - do not eat food of animal origin.

Common	Uncommon	Rare	Unique
Biscuits	Alcoholic Beverages	Cake	Sacred Fruits
Bread	Berries	Ephemeral Leaves	Sorceror's Fungus
Flour	Carnivore Mushroom	Jam	
Foulshroom	Coldroot	Polmonaria Bean	
Ooze Algae	Glucodia Juice		
Paleowheat	Odorous Lichen		
Seeds	Pie		
Spice	Sugar		
Traveller's Fruits	Vegetable Oil		
Vegetables			
Wandering Leaf			

Food of Animal Origin

Hunting and farming are an old friend for many Materian cultures and often the most direct and fastest way to source food from animals.

Common	Uncommon	Rare	Unique
Bright Goo	Eggs	Arthropoid Jelly	Eradicator Innards
Fish Oil	Giant Tapeworm	Barbed Heart	Psychic Ganglia
Larvae	Macroaphid Milk	Firehoney	
Mollusks	Ovaric Mucus	Red Meat	
Prismatic Toad	White Meat		
Wormsnake			
Zlk-Zik (Ground Bugs)			

Food Descriptions

Alcoholic Beverages

Rarity: Uncommon **Weight:** 0,5Kg **Crafting:** Cooking/Herbalism/Esoterica DL 4d6+9, 10 days, requires 4 Portions of Berries, 4 of Water and 2 **Tools** (barrel and pot).

Description: Materians have been fermenting the juices and pulp of many plants into many different alcoholic beverages, greatly appreciated for both everyday and ritual consumption.

Properties: a creature drinking an Alcoholic Beverage is Distracted for 1d6 Rounds. Every additional Portion imbibed within an hour multiplies the duration of the effect ten times and forces the drinker to make an IS check against DL 1+1 per Portion they drank during the last hour. If they fail, the drinker is Unconscious for 2d6 hours per point they failed it. If the drinker fails the check by 6 or more, they are Comatose. Single Use.

Arthropoid Jelly

Rarity: Rare (Arthropoids consider it Uncommon during Character creation) **Weight:** 10g **Gather:** DL 7d6+20 **Cooking:** -

Description: the result of semi-digested food rejects from Arthropoid Queens, this substance is deceptively nutrient, but also nigh impossible to gather.

Properties: a creature consuming a Portion of Arthropoid Jelly recovers 1IS, 1ES and 1NS. Single Use. Nourishing (1d6 years).

TO SUM UP: WE FOUND A LONG SILK ROPE; FYRIT BROUGHT METAL PITONS, MANDIBULA FLIES CARRYING THE NET AND THE FOOD; CPU4700ALFA WILL CARRY MY AX AND THE BAG CONTAINING MEDICAL HERBS AND THE REMAINING GROUND LEECHES.

HERE WE ARE...

LET'S GO!

Barbed Heart

Rarity: Rare **Weight**: 5Kg **Gather**: read the entry for the Hook Predator in the Text of Creatures **Cooking**: -

Description: the Hook Predators' heart, among the deadliest carnivores on Materia, is covered in barbs and the bravest warriors eat it raw to harness the strength of its mighty owner.

Properties: a creature eating a Barbed Heart gains a +1 Body bonus for the next 24 hours and recovers 2 ES. Single Use. Nourishing (7 days).

Berries

Rarity: Uncommon **Weight**: 10g **Gather**: DL 3d6+6, 7 hours **Crafting**: DL 4d6+5, 2d6+8 days, requires 1 Portion of Seeds and 1 of Water (+1 every day)

Description: there are not many plants on Materia that produce edible berries, which are greatly appreciated for their vitamins and sugar contents.

Properties: a Portion of Berries restores 1 ES and +1 IS. Single Use. Contains 2d6 Portions of Seeds. Nourishing (3 days).

Biscuits

Rarity: Common **Weight**: 0,1Kg **Crafting**: Cooking DL 3d6+1, 1 ora, requires 1 Portion of Flour, 1 of Water, 1 of Foulshroom and 2 **Tools** (oven and cutlery).

Description: small baked products often flavored with salt or sugar, they are famous for lasting long and being perfect travel food.

Properties: Single Use. Nourishing (10 days).

Bread

Rarity: Common **Weight**: 0,3 KG **Crafting**: Cooking DL 2d6+2, 2 hours, requires 1 Portion of Flour, 1 of Water, 1 of Foulshroom and 1 **Tool** (oven).

Description: one of the simplest foods in existence and often the base of many agricultural societies' diets.

Properties: Nourishing (5 days). Single Use.

Bright Goo

Rarity: Common **Weight**: 5g **Gather**: DL 4d6

Cooking: Steaming / Boiling

Description: this bright blue sludge is a microbial life form that grows in larger bodies of water and is famed for its sudden dopamine boost.

Properties: a creature with a negative Morale score consuming a Portion of Bright Goo gains +1 Morale. Single Use. Nourishing (1 day).

Cake

Rarity: Rare **Weight**: 0,2Kg **Crafting**: Cooking DL 3d6+20, 8 hours, requires 2 Portions of Flour, 2 of Berries/Latte, 1 of Sugar, 1 of Foulshroom, 1 of Water and 3 **Tools** (oven, ladle, baking tray). Prepared 5 Portions at a time.

Description: some of the most complex sweet dishes known to Sentients, these works of culinary art are mostly served at the banquets and feasts of Materia's high and mighty as a luxurious ending to an important meal.

Properties: a creature eating a Portion of Cake after any other Food gain +1 Morale. Single Use. Nourishing (4 days).

Carnivore Mushroom

Rarity: Uncommon **Weight**: 1Kg **Gather**: DL 7d6, 12 hours **Crafting**: Herbalism DL 7d6, 4d6 days, requires 1 Portion of Seeds and 1 of Water (+1 every 2 days).

Cooking: Drying / Grilling / Roasting / Frying

Description: these corpulent fungi grow on animal carcasses and are well known for their succulent and protein-rich meat.

Properties: a creature consuming a Portion of Carnivore Mushrooms recovers 1d6 IS. Contains 3d6 Portions of Seeds. Single Use, Nourishing (1d6 days).

Coldroot

Rarity: Uncommon **Weight**: 0,1Kg **Gather**: DL 4d6+5, 6 hours **Crafting**: Herbalism DL 5d6+2, 3d6 days, requires 1 Portion of Coldroot and somewhere in Faint temperature.

Description: a tuber that only grows in cold environments, often underground, Coldroot is known for its refreshing, although almost non existent, taste.

Properties: a creature consuming a Portion of Coldroot reduces negative heat effects by 4 (-1 every following hour). Single Use. Nourishing (1d6 days).

Eggs

Rarity: Uncommon **Weight:** 20g **Gather:** DL 6d6+2 **Crafting:** Animal Empathy DL 2d6+15, 1d6 days, requires 1 Portion of plant based Food (+1 every 2 days), 1 of Water (+1 every 2 days).
Cooking: Frying / Roast / Boiling
Description: whether of insect or bird origin, eggs are an unmatched source of proteins.
Properties: a creature eating a Portion of Eggs gains +1 IS or ES. Single Use. Nourishing (10 days).

Ephemeral Leaves

Rarity: Rare **Weight:** 2g **Gather:** DL 2d6+22, 18 hours **Crafting:** Herbalism DL 8d6+8, 5d6+5 days, requires 1 Portion of Seeds, 1 of Chemicals (+1 every 3 days) and 1 of Water (+1 every 2 days).
Cooking: Steaming / Boiling / Drying / Frying
Description: Ephemeria is one of the most unusual plants on Materia, because its stems are barely tangible while its leaves confer great boons when eaten.
Properties: a creature eating a Portion of Ephemeral Leaves recovers +1SP and imposes a +1DL penalty to attackers for 1d6 hours. Contains 1 Portion of Seeds. Nourishing (15 days, only if cooked).

Eradicator Innards

Rarity: Unique **Weight:** 10Kg **Gather:** read the Eradicator entry from the Text of Creatures.
Cooking: Boiling / Steaming
Description: the innards of an Eradicator are a network of organs fueled by an extremely powerful metabolism. Eradicator meat is favored for its concentration of nutrients, but only the wealthiest can afford it.
Properties: **a** creature eating a Portion of Eradicator Innards gains a +1d6 bonus when enhancing an ES or IS check for the following 24 hours. Single Use. Nourishing (only 1 day, if cooked).

Firehoney

Rarity: Rare **Weight:** 60g **Gather:** read the Ekpyrotic Snail entry in the Text of Creatures.
Cooking: -
Description: this thick substance is rich in sugar but extremely spicy and hot, as one would expect the waste of snails living in volcanic areas to be.
Properties: a creature consuming a Portion of Firehoney is Distracted for 1d6 minutes, but recovers 1d6 ES and +1 Morale for the following 1d6+5 minutes. Single Use. Nourishing (1d6x100 years, -1d6 per day spent exposed to cold temperatures).

Fish Oil

Rarity: Common **Weight:** 0,1Kg **Gather:** DL 4d6, 8 hours
Cooking: Cooking DL 4d6 check over the course of 1 hour on a sea creature with it.
Description: the organs of all marine creatures on Materia are coated in this dense oil that protects them from their heavily contaminated surroundings.
Properties: a creature eating a Portion of Fish Oil loses 1d6NS, but for the following 1d6 hours reduces the effects of being exposed to radiation by 1 Rank and is immune to all negative effects inflicted by the waters the source of the Oil was fished from. Single Use. Nourishing (10 days).

Flour

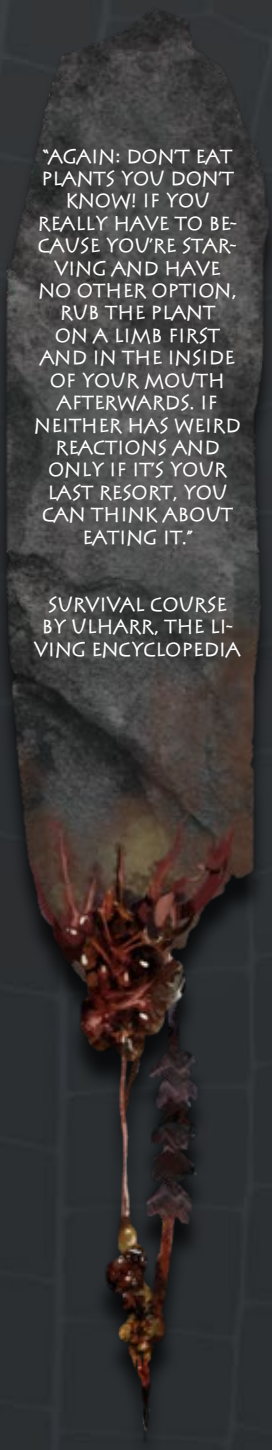
Rarity: Common **Weight:** 0,5Kg **Crafting:** Cooking DL 2d6+1, 2 hours, requires 2 Portions of Seeds and 1 Tool (mill)
Description: the seeds of a selection of plants, when grounded, are extremely versatile in cooking.
Properties: Single Use.

Foulshroom

Rarity: Common **Weight:** 70g **Gather:** DL 5d6, 2 hours **Crafting:** Herbalism DL 4d6+4, 1d6 days, requires 1 Portion of Seeds, 1 of Water.
Cooking: Roasting / Drying / Grilling / Frying
Description: these dark and smaller mushrooms grow as parasites onto other plants and slowly kill them, but provide nourishment and can function as a yeast-like agent. They are named after their awful taste.
Properties: plants coming in contact with a Foulshroom suffer +1 Infection. Single Use (requires twice the time to consume it). Contains 2d6 Portions of Seeds. Nourishing (6 days).

Giant Tapeworm

Rarity: Uncommon **Weight:** 1Kg **Gather:** read the Forestrider entry in the Text of Creatures
Cooking: Roast/Grilling/Steaming/Boiling/Drying
Description: these meter long intestinal worms are found in the guts and feces of Forestriders and are often eaten by those people who live on these enormous creatures.
Properties: a creature eating a Giant Tapeworm recovers +1ES, and -1 Infection if cooked. Cooking a Giant Tapeworm increases its preparation DL by +1d6. Single Use. Nourishing (3 days if kept alive



"AGAIN: DON'T EAT PLANTS YOU DON'T KNOW! IF YOU REALLY HAVE TO BECAUSE YOU'RE STARVING AND HAVE NO OTHER OPTION, RUB THE PLANT ON A LIMB FIRST AND IN THE INSIDE OF YOUR MOUTH AFTERWARDS. IF NEITHER HAS WEIRD REACTIONS AND ONLY IF IT'S YOUR LAST RESORT, YOU CAN THINK ABOUT EATING IT."

SURVIVAL COURSE BY ULHARR, THE LIVING ENCYCLOPEDIA

or 1d6 hours otherwise).

Glucodia Juice

Rarity: Uncommon **Weight**: 0,3Kg **Gather**: DL 4d6+5, 10 hours **Crafting**: Herbalism DL 8d6, 5d6 days, requires 1 Portion of Seeds and 2 of Water (+2 every day)

Description: Glucodia plants have an internal sack that fills up in a sweet juice with which it attracts smaller insects in a deadly trap that slowly digests them.

Properties: a creature drinking a Portion of Glucodia Juice recovers +1d6 ES. Single Use. Contains 1d6 Portions of Seeds. Nourishing (7 days).

Jam

Rarity: Rare **Weight**: 30g **Crafting**: Cooking DL 10d6, 7 hours, requires 1 Portion of Berries/Vegetables, 1 of Water and 2 Tools (oven and vessel)

Description: Making jams is for sure one of the safest ways to preserve otherwise rapidly expiring food.

Properties: a creature consuming a Portion of Jam recovers +2 SP. Single Use. Nourishing (30 days).

Larvae

Rarity: Common **Weight**: 30g **Gather**: DL 2d6+5 **Crafting**: Animal Empathy DL 4d6+5, 3d6+10 days, requires 1 Portion of Wood or Fibers (+1 every 4 days).

Cooking: Grilling / Boiling / Roast / Drying / Frying

Description: these fat, worm-like creatures born of the eggs of the larger insects before they go through their metamorphosis are effective and easy to find protein sources.

Properties: a creature eating a Portion of Larvae gains +1 IS and their Speed is halved for 2d6 hours. Single Use. Nourishing (1d6 days).

Macroaphid Milk

Rarity: Uncommon **Weight**: 0,1Kg **Crafting**: Animal Empathy DL 2d6, 1 day, requires 2 Portions of vegetable Food, 1 of Water

Cooking: -

Description: Macroaphids are large herbivore insects that produce a milk-like waste product that is widely appreciated.

Properties: a creature consuming a Portion of Macroaphid Milk gains a +1d6 bonus to resisting with IS for the following 24 hours. Single Use. Nourishing (2 days).

Mollusks

Rarity: Common **Weight**: 15g **Gather**: DL 3d6+3 **Crafting**: Animal Empathy DL 5d6, 1d6+20 days, requires a water basin and at least 7 days of rain or a radioactive field

Cooking: Roasting / Boiling / Grilling

Description: these small aquatic creature are often found in hard shells and live in colonies that make harvesting them quite easy.

Properties: a creature eating a Portion of cooked Mollusks receives +1NS. Single Use. Nourishing (1 day).

Odorous Lichen

Rarity: Uncommon **Weight**: 20g **Gather**: DL 6d6, 8 hours **Crafting**: Herbalism DL 6d6+6, 2 days, requires 1 Portion of Seeds and 1 of Water (+1 every day)

Cooking: Boiling / Steaming

Description: this lichen grows only on the fronds of the tallest fungi or on Forestriders and is known for its unique smell and taste.

Properties: a creature eating a Portion of Odorous Lichen recovers +1d6 NS. Contains 2 Portions of Seeds. Single Use. Nourishing (7 days; only if cooked).

Oozing Algae

Rarity: Common **Weight**: 50g **Gather**: DL 1d6+10, 4 hours **Crafting**: Herbalism DL 2d6+10, 1d6 days, requires 1 Portion of Seeds, 1 Rope and a water basin.

Cooking: Frying / Boiling / Steaming

Description: these common algae grow even in Materia's muddiest waters and, although extremely clammy and unpleasant to the palate, they are known for the nutrients they provide.

Properties: every 2 Portions a creature eats allow them to recover +1NS. Ooze Algae contains 1d6 Portions of Seeds. Single Use. Nourishing (3 days).

Ovaric Mucus

Rarity: Uncommon **Weight**: 50g **Gather**: read the Ovoparasite entry in the Text of Creatures

Cooking: -

Description: the large Ovoparasites and nightmarish Mothers produce this regeneration-boosting sub-

stance.
Properties: a creature eating a Portion of Ovaric Mucus considers 1 Light Damage per Location Treated within 1d6 hours. Single Use. Nourishing (1d6 hours).

Paleowheat

Rarity: Common **Weight:** 0,1Kg **Gather:** DL 3d6+3, 4 hours **Crafting:** Herbalism DL 2d6, 1d6 days, requires 1 Portion of Seeds, 1 of Water (+1 every 2 days)
Description: this long stemmed plant rapidly grows seeds often milled into wheat.
Properties: Contains 2d6 Portions of Seeds. Single Use.

Pie

Rarity: Uncommon **Weight:** 0,2Kg **Crafting:** Cooking DL 4d6+10, 4 hours, requires 2 Portions of Meat/Vegetables, 1 of Flour and 2 Tools (baking tray and oven) for 4 Portions.
Description: filled with potentially everything from meat to vegetables, pies provide nutrients and are easily preserved for a long time.
Properties: a creature eating a Portion of Pie recovers +1 SP. Single Use. Nourishing (4 days).

Polmonaria Beans

Rarity: Rare **Weight:** 70g **Gather:** DL 3d6+15, 15 hours **Crafting:** Herbalism DL 6d6+10, 3d6+15 days, requires 1 Portion of Seeds and 1 of Water (+2 every day).
Cooking: Steaming / Frying
Description: the porous Polmonaria beans, as well as storing great amounts of oxygen, quickly provide nourishment and energy.
Properties: a creature eating a Portion of Polmonaria Beans recovers +1d6 SP. Contains 2d6 Portions of Seeds. Single Use. Nourishing (6 days).

Prismatic Toad

Rarity: Common **Weight:** 30g **Gather:** DL 2d6+1 **Crafting:** Animal Empathy DL 6d6, 6d6 days, requires 1 Portion of Food of animal origin (+1 every 1d6 days, 1 of Water (+1 every 1d6 days) and exposition to sunlight.
Cooking: Roasting / Grilling / Steaming
Description: the skin of these small frogs found in Materia's hottest places gleams with all the colors of the rainbow.
Properties: a creature consuming a cooked Prismatic Toad gains +1 SP. DL and preparation times are multiplied by 1d6. Single Use. Nourishing(2 days).

Psychic Ganglia

Rarity: Unique **Weight:** 1Kg **Gather:** read the ***Cloudthrasher*** entry in the ***Text of Creatures***.
Cooking: -
Description: the cerebral glands at the center of a Cloudthrasher, formed by the melding of their millions of floating jellyfish. Although the benefits of Psychic Ganglia are the tale of legends, so are those successful in recovering even one.
Properties: a creature consuming a Portion of Psychic Ganglia recovers 1d6NS, receives a +1d6 bonus to resisting with NS and can communicate telepathically within 1+NSm for the following 24 hours. Single Use. Nourishing (1 month).

Red Meat

Rarity: Rare **Weight:** 0,1Kg **Gather:** DL 4d6+10 **Crafting:** Animal Empathy DL 4d6+15, 1d6+6 months, requires 1 Portion of Food (+2 every day) and 1 of Water (+2 every day).
Cooking: Roasting / Grilling / Boiling / Drying
Description: this protein-rich meat is obtained only from some animals, hunted and herded only by the most skilled.
Properties: a creature **eating a Portion of Red Meat recovers 1d6 IS/ES. Single Use. Nourishing (12 hours)**.

Sacred Fruit

Rarity: Unique **Weight: 0.2 Kg Gather:** DL 10d6+10, 24 hours **Crafting:** Herbalism+Esoterica DL 10d6+20, 10d6x10 days, requires 1 Portion of Seeds, 2 of Chemical, 1 of Water (+1 every day) and a High Intensity electromagnetic or radioactive field.
Cooking: Boiling / Steaming / Roasting
Description: The Ancient Bearers of Eons are extremely rare fruit-bearing plants that ancient humans enhanced to be functionally immortal and resistant to any adverse environmental condition, that many Materians now worship as deities. Their fruits are extremely nourishing and are held as sacred by almost every person of Materia.
Properties: a creature eating a Sacred Fruit recovers +2d6 SP, gains a +1d6 bonus to resisting with IS, +1 Morale for 24 hours and does not suffer from hunger for 2d6 days. Single Use. Nourishing (300 days).

"WE SHALL WRENCH YOUR BLASPHEMOUS POSING FROM YOUR BLEEDING REMAINS. THROUGH PENANCE, YOU SHALL BE PURGED OF YOUR SIN UNDER THE LIGHT OF THE GREAT DESTROYER, WAITING FOR ITS JUDGMENT. ITS HECATOMB BE DONE..."

CHORAL PRAYER OF THE PROPHETS OF DISASTER

Seeds

Rarity: Common **Weight:** 10g **Gather:** DL 4d6, 3 hours
Description: small, hard pods spread by plants to reproduce and greatly valued by farmers.
Properties: a creature eating a Portion of Seeds gains +1 IS. Single Use.

Sorceror's Fungus

Rarity: Unique **Weight:** 0,1Kg **Gather:** DL 20d6, 100 hours **Crafting:** Herbalism+Esoterica DL 10d6, 1d6 months, requires 1 Portion of Seeds, 1 of Water and 1 of Chemicals per day.
Cooking: Roasting / Drying / Grilling / Frying (all Cooking checks suffer a +2d6 DL penalty and require an additional 2d6 hours. If failed by 5 or more points, they do not grant their Properties and inflict +1 Mental Disorders and -2d6 IS)
Description: one of Materia's rarest foods, these fungi are favored by Bioshamans for their magic-like properties. Sorceror's Fungi feature a wide hat with complex fluorescent patterns and are known for retracting in the underground when a living being is too close.
Properties: if cooked, a Sorceror's Fungus cleanses the organism of food poisoning, Infection or intestinal Damage. The Daily Needs of a creature who ate a Sorceror's Fungus doubles for the following week, but the creature recovers an additional +1d6 additional SP from any Food they eat during that period. Single Use. Contains 1 Seed. Nourishing (5 days).

Spice

Rarity: Common **Weight:** 10g **Gather:** DL 4d6, 3 hours **Crafting:** Herbalism DL 2d6+1, 2d6 days, requires 1 Portion of Seeds, 1 of Water (+1 every 2 days)
Description: aromatic herbs that, either dried or fresh, enhance the taste of the dishes they are added to.
Properties: when added to a Food during cooking, Spice grants it a +1d6 bonus on the Cooking check. Single Use.

Sugar

Rarity: Uncommon **Weight:** 5g **Gather:** DL 5d6+3, 9 hours **Crafting:** Herbalism/Esoterica DL 5d6+5, 6 hours, requires 3 Portions of Fibers or 1 of Glucodia Juice, 3 of Water, 1 Chemical and 1 Tool (pot).
Description: whether powdered or crystallized with more complex methods, this sweet condiment is extracted from saccharine rich stemmed plants or tubers and is used to prepare the most complex foods.
Properties: a creature eating a Portion of Sugar, whether on its own or used in the preparation of another Food, recovers 1 ES. Single Use.

Traveler's Fruits

Rarity: Common **Weight:** 0,1Kg **Gather:** DL 5+2d6, 4 hours
Description: these wild nuts are roughly a couple of inches wide and often found under rocks. Although tasteless and hard to digest, they provide sustenance for long periods of time.
Properties: for 1d6+2 days, a creature eating a Portion of Traveler's Fruits does not require Food and suffers a -1 penalty to Cool.

Vegetables

Rarity: Common **Weight:** 40g **Gather:** DL 2d6+4. **Crafting:** Herbalism DL 3d6, 1d6+20 days, requires 1 Portion of Seeds, 1 of Water (+1 every day).
Cooking: Grilling / Steaming / Boiling / Frying.
Description: Materia offers all manners of edible plants to provide fibers and vitamins to any diet.
Properties: a creature eating a Portion of Vegetables recovers +1IS. Single Use. Contains 2d6 Portions of Seeds. Nourishing (2 days).

Vegetable Oil

Rarity: Uncommon **Weight:** 0,2Kg **Crafting:** Herbalism DL 3d6, 2 hours, requires 3 Portions of Seeds and 1 Tool (mill).
Description: this oil is obtained by milling seeds and often used in cooking and similar applications.
Properties: a Portion covers a 1x1m area. Creatures walking on spilled Vegetable Oil must spend a Reaction not to be Downed and consider their Speed halved anyway. Vegetable Oil burns for at least 1d6 minutes. Single Use.

Wandering Leaf

Rarity: Common **Weight:** 60g **Gather:** DL 2d6+4, 5 hours **Crafting:** Herbalism DL 3d6+6, 2d6+10 days, requires 1 Portion of Seeds, 1 of Water (+1 every day).
Cooking: Boiling / Steaming / Grilling
Description: a peculiar vegetable, this head of edible leaves moves on small feet and hunts for humidity, forcing its farmers to cultivate it in dedicated fences.
Properties: a creature eating a Portion of Wandering Leaf recovers +1ES. Single Use. Contains 1d6 Portions of Seeds. Nourishing (3 days).

White Meat

Rarity: Uncommon **Weight:** 0,1KG **Gather:** DL 3d6+5 **Crafting:** Animal Empathy DL 3d6+10, 1d6+6 months, requires 1 Portion of Food (+1 every day) and 1 of Water (+1 every day).
Cooking: Roasting / Grilling / Drying / Boiling
Description: many animals are hunted for their meat, but many of Sentient species learned to raise others for the express purpose of butchering them.
Proprietà: the DL for cooking is reduced by 1d6. Single Use. Nourishing (3 days).

Wormsnake

Rarity: Common **Weight:** 40g **Gather:** DL 1d6+7 **Crafting:** Animal Empathy DL 2d6+7, 5d6+7 days, requires 1 Portion of liquid Good (+1 every 3 days).
Cooking: Roast / Steaming / Grilling / Frying / Drying / Boiling
Description: these long, small reptiles with neither mouth nor eyes hide among the rocks in mountainous environments and are a primary food source for many rodents.
Properties: the DL for cooking Wormsnake is reduced by 1d6. Single Use. Nourishing (3 days).

Zik-Zik (Ground Bugs)

Rarity: Common **Weight:** 20g **Gather:** DL 3d6, 30 minutes.
Cooking: Grilling / Boiling / Drying / Roast / Frying (Cooking times increase threefold)
Description: these small and quick reptiles similar to scolopendrae but up to 10cm long are great diggers and are the primary protein source for many people, Lemurites prime among them.
Properties: a creature eating a Portion of cooked Zik-Zik gains +1IS. Single Use. Nourishing (4 days).

4.4 - Natural Hazards

"...LOOKS LIKE THE BROTHER OF THE MARVA TANNER TOOK ONLY A SLICE OF ROTTEN SORCEROR'S FUNGUS FROM THE PANTRY OF A DEAD SHAMAN.
GUY WAS TAKEN BY THE SPIRITS FOR MANY CYCLES BEFORE HE RETURNED, CHANGED FOREVER..."

Many are the natural dangers on Materia and, whether it is the weather, tectonic movements or astral phenomena, other creatures are only a fraction of the many deadly things that roam its surface.

Here is a list of many of the environmental dangers Characters may have to navigate during their adventures and the rules to use them in game. Some measure their intensity in Ranks; if any condition or trait decreases or increases this Rank, refer to the specific hazard table.

Avalanches

Falling rocks and shifting snow or mud can bring down ever increasing amounts of material with frequent catastrophic results.

An Avalanche lasts for 1d6 Round, any creature caught within it suffers 6d6 Light Damage and must pass a Body DL 10d6 check or be carried away by 1d6m per point they failed it. If the creature fails the check by 5 or more, they are Downed; if they fail the check by 10 or more, they are buried and must pass another Body check, against a DL equal to the difference, to break free.

Difficult Terrain

Mud, rubble, underbrush and other obstacles can slow progress, halving Speed and preventing creatures from taking more than one Movement Action per Round.

Diseases

Bacteria and viruses are invisible dangers and the most common cause of death in a world that does not feature proper medicine. The following is a list of the many forms that Diseases take on Materia.

The Virality of each Disease is the DL a Character must match when making the resist IS check to avoid being infected. An infected creature can attempt to make the check once again every day after the infection.
The incubation time specifies the time after which the effects of the Disease take effect on an infected creature.
Mark the SP lost to a Disease in the dedicated space on the Character's sheet; these SP will only recover when the Disease is cured by using the Antibiotics listed in its description.
Chronic conditions cannot be healed.

Blood Disease

Virality: 2d6 (incubation 3d6 days)
Commonly contracted on contact with infected blood or through exchanges of fluids with infected subjects.
Effects: an infected creature suffers a -1 penalty to resisting other Diseases, an additional -1 per 1d6 days passed since incubation. When the creature suffers Infections or the Bleeding condition, they increase by +1.
The infected creature loses 1SP per day.
Antibiotics: *Ground Leeches* + *Marrow of Rebirth*

Cardiac Disease

Virality: DL 1d6+1 (incubation 1d6+10 days)
Commonly contracted by eating the flesh from specific creatures (read ***Text of Creatures***) or it may be chronic from birth.
Effects: when a creature with a Cardiac Disease enhances an ES check, they suffer a -1 penalty and an additional -1 per 2 points of Fatigued / Stressed / Weakened.
Antibiotics: *Primordial Adrenaline* + *Xylanta Roots*

Intestinal Disease

Virality: DL 1d6 (incubation 1d6 days)
Commonly contracted by drinking unsafe water or eating inedible or rotten food.
Effects: the creature's Daily Needs for liquids doubles and when they eat solid food there is a 50% chance they vomit it.
An infected creature loses 1 IS per day.
Antibiotics: *Sweetgrass* + *Bones*

Muscle Disease

Virality: DL 3d6-2 (incubation 3d6 days)
Commonly contracted after many years of hard work or by swimming in stagnant water.
Effects: all Body checks suffer a -1 penalty, an additional -1 every 1d6 days since incubation and the creature's Load score is reduced by 1Kg per day passed since its incubation. Every 2d6 days, the infected creature must test again against the Disease's Virality or a random Location turns Unusable.
The infected creature loses 1ES every 2d6 days.
Antibiotico: *Dark Fruit* + *Fire Powder*

Neural Disease

Virality: DL 1d6+3 (incubation 5d6 days)
Commonly contracted by eating specific plants (read ***Text of Creatures***) or chronic since birth.
Effects: all Mind checks suffer a -1 penalty, an additional -1 every 1d6 days since the incubation. Every 1d6 days, an infected creature must test again against the Disease's Virality or suffer +1 Mental Disorders. The infected creature loses 1NS every 1d6 days.
Antibiotics: *Hallucijuice* + *Simple Metal*

Respiratory Disease

Virality: DL 3d6-3 (incubation 2d6 days)
Commonly contracted by spending too much time in the cold or at least 1 minute in the presence of an infected creature, by exchanging fluids with them, eating their flesh or touching their remains.
Effects: an infected creature can hold their breath for only half their usual time (read Suffocation), the penalty caused by Fatigued is equal to its score and the infected creature, every 2d6 days, must test again against the Disease's Virality begin suffocating.
Antibiotics: *Tantar Leaves* + *Noctilucae Infusion*

Sensory Disease

Virality: 1d6+2 (incubation 3d6 hours)
Commonly contracted when a sensory organ comes in contact with something still infected or that came into contact with something infected within the previous 24 hours. Sensory Diseases afflict one of the creature senses.
Effects: every 1d6 hours after the incubation time, the diseased creature suffers a cumulative -1 penalty to Perception checks made with the affected sense (Listening, Observation or Smell).
If the total penalty reaches -20, the sense is permanently lost.
Antibiotics: *Healing Sap* + *Verminoid Slime*

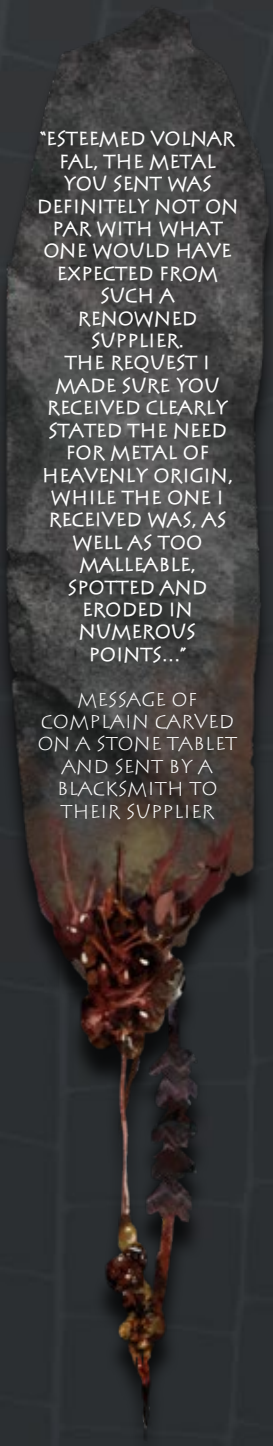
Skin Disease

Virality: DL 1d6-1 (incubation 2d6 minutes)
Contracted by touching infected creatures, by resting without proper bedding or by walking without footwear for a long time.
Effects: Locations touching an infected body suffer +1 Pain and the infected creature must check daily against the Disease's Virality or the penalty extends to an adjacent Location.

Antibiotics: *Fire Powder* + *Morpheus' Buds*

"ESTEEMED VOLNAR FAL, THE METAL YOU SENT WAS DEFINITELY NOT ON PAR WITH WHAT ONE WOULD HAVE EXPECTED FROM SUCH A RENOWNED SUPPLIER. THE REQUEST I MADE SURE YOU RECEIVED CLEARLY STATED THE NEED FOR METAL OF HEAVENLY ORIGIN, WHILE THE ONE I RECEIVED WAS, AS WELL AS TOO MALLEABLE, SPOTTED AND ERODED IN NUMEROUS POINTS..."

MESSAGE OF COMPLAIN CARVED ON A STONE TABLET AND SENT BY A BLACKSMITH TO THEIR SUPPLIER



Earthquakes

When the earth trembles, buildings crumble and mountains heave, forever twisting Materia's face.
An earthquake lasts for 3d6 Round and covers a2d6Km radius area.
Quakes are increasingly weaker within 4d6Km, 7d6Km and 10d6Km.

Weak	The Speed of all creatures within the area is halved and they must take a Reaction to keep their footing when taking Movement Actions or be Downed.
Strong	The Speed of all creatures within the area is reduced to a third and they must take a Reaction to keep their footing when taking Movement Actions or be Downed. Buildings suffer 1 Light Damage per Round. Every Round, roll 1d6: on a 6, it triggers an Avalanche from a nearby mountain.
Intense	The Speed of all creatures within the area is reduced to a quarter and they must take a Reaction to keep their footing when taking Movement Actions or be Downed. Buildings suffer 1 Medium Damage per Round. Every Round, roll 1d6: on a 4 or more, it triggers an Avalanche from a nearby mountain. The ground in the area of the quake cracks in 1d6m long fissures and 4d6m deep.
Extremely Intense	All creatures within the area are Hindered and they must take a Reaction to keep their footing when taking Movement Actions or be Downed. Buildings suffer 1 Severe Damage per Round. Every Round, roll 1d6: on any result but 1, it triggers an Avalanche from a nearby mountain. The ground in the area of the quake cracks into 3d6m long fissures and 10d6m deep.

Electricity

Electricity was widely used in the past to power Imperial machines and is now generated in many ways. A body affected by electrical current transmits it to anything they touch as long as it is not insulated such as by plastic, glass, rubber or wood.
Electricity is transmitted through specific cables and stored in batteries.
The following is a description of what happens when exposed to an electrical discharge of varying intensity:

Faint	A creature loses 1 Reaction per Round of exposition to a Faint electrical discharge. Mecha-Suits recover 1ES and satisfy their Daily Needs every 6 hours spent recharging from a power source emitting Faint current. Electronic equipment can recharge off of Faint current.
Medium	A creature loses 1 Reaction and suffers 1 Light Damage to each Location per Round of exposition to a Medium electrical discharge. Mecha-Suits recover 1ES and satisfy their Daily Needs every 3 hours spent recharging from a power source emitting Medium intensity current. Electronic equipment can recharge off of Medium intensity current. Medium intensity electric power sources generate an equal intensity electromagnetic field within 3m that causes every synthetic creature to lose 1NS per minute they spend inside the affected area.
High	A creature loses all Reactions, suffers 1 Light Damage to every Location and is Hindered per Round of exposition to a High electrical discharge. Mecha-Suits recover 1ES and satisfy their Daily Needs every hour spent recharging from a High intensity power source. Electronic equipment can recharge off of High intensity current. In order to break contact with a High intensity electrical power source, a creature must pass a Body DL 3d6 check. High intensity electric power sources generate an electromagnetic field of equal intensity within 10m that causes every synthetic creature to lose 1NS per minute they spend inside the affected area.
Very High	A creature loses all Reactions, suffers 1d6 Light Damage to each Location and is Hindered per Round of exposition to a Very High electrical discharge. Mecha-Suits recover 1ES and satisfy their Daily Needs every 10 minutes spent recharging from a Very High intensity power source. Electronic equipment can recharge off of Very High intensity current. In order to break contact with a Very High electrical power source, a creature must pass a Body DL 4d6 check. Very High intensity electric power sources generate an electromagnetic field of equal intensity within 30m that causes every synthetic creature to lose 1NS per minute they spend inside the affected area.
Extremely High	A creature loses all Reactions, suffers 2d6 Light Damage to each Location and is Immobilized per Round of exposition to a Extremely High electrical discharge. Mecha-Suits recover 1ES and satisfy their Daily Needs every minute spent recharging from an Extremely High intensity power source. Electronic equipment can recharge off of Extremely High intensity current. In order to break contact with an Extremely High electrical power source, a creature must pass a Body DL 5d6 check. Extremely High intensity electric power sources generate an electromagnetic field of equal intensity within 50m that causes every synthetic creature to lose 1NS per minute they spend inside the affected area.
Extreme	A creature loses all Reactions, suffers 3d6 Light Damage to each Location and is Stunned per Round of exposition to an Extremely High electrical discharge. Mecha-Suits recover 1ES and satisfy their Daily Needs every minute spent recharging from an Extremely High intensity power source. Electronic equipment can recharge off of Extremely High intensity current. In order to break contact with an Extremely High electrical power source, a creature must be physically shoved by another on a successful Body DL 10d6 check. Extreme intensity electric power sources generate an electromagnetic field of equal intensity within 100m that causes every synthetic creature to lose 1NS per minute they spend inside the affected area.

Falling

Gravity on Materia is the same as it is on Earth, with only a few exceptions noted in paragraph ***4.5 The Terrain***). When anything falls, the force with which it impacts the ground is effectively the same.
A falling body covers 150m per Round and accelerates by an additional 150m/Round up to 400m/Round. However, there are Traits and Artifacts that grant Characters limited control over falling speed or direction.
When a falling body hits the ground, they suffer an amount of Light Damage equal to the distance they fell, split equally to every Location starting from one of the player's choice. A Character is also Downed, but can take a Reaction to reduce Damage by an amount of Light Damage equal to their Rapidity + Acrobatic Level, +1 per spent ES.

Fire

The light, heat and gas emitted by combustion are key for survival.
Combustible substances coming in contact with fire are set ablaze and suffer 1 Light Damage per Round, but 1 Action is enough to put out the flames.
Fires increase the surrounding Temperature by 1 Rank (see the table below) within a distance equal to twice their own radius or by 2 Ranks whether inside it or right above it.

Lava

At extremely high temperatures, rock melts and turns into an incandescent and viscous substance. Anything that comes in contact with it is immediately set ablaze and suffers 1 Medium Damage per Round of contact.

Light

Light intensity is key Materia's children that rely on sight, according to the following list.

No Visibility	Creatures who rely on sight are Blinded when in an area with No Visibility.
Low Visibility	The light of stars or Materia's two moons light; it imposes a -1d6 penalty to all sight based checks.
Normal Visibility	The average bright, sunny day on Materia. No penalties.
Bright Light	-1d6 penalty to all sight based checks. For every 2d6 Rounds of exposition without covering one's eyes, a creature is Blinded for 1d6 minutes.
Extreme Light	-2d6 to all sight based checks. For every Round of exposition without covering one's eyes, a creature is Blinded for 1d6 hours. After 2d6 Rounds of exposition, a creature permanently turns blind.

Moon Cycles

Materia has two moons, Qlippoth and Oneiros, well visible at night, that alternate their revolutions along the sun's, the Great Destroyer, and exert a great influence over both tides and creatures.

Materia's moon cycle articulates in the three following phases:

- **Dominant Phase:** Qlippoth is waxing for 1d6 days and returns after 1d6+10 days. All Non-Sentient creatures gain a +1 Morale bonus and become more aggressive. Smaller creatures try to avoid open areas where larger ones attack more often.
- **Light Phase:** Qlippoth is waning. This seems to be the standard, with no discernible attitude change of Materia's creatures or environmental effects.
- **Orphic Phase:** Oneiros is first waxing and then waning, alternating over a period of 1d6 days once every 1d6 months. During this period, all Dream table rolls receive a +1d6 bonus and a -1d6 penalty.

"TODAY WE JOIN IN PURPOSE WITH OUR BRETHREN FROM THE PROPHETS OF DISASTER TO FIGHT THE COMMON ENEMY. BEYOND THE CRYSTAL VALE HIDDEN BY THE WESTERN GLADES IS A CREATURE WHO UNABASHEDLY WIELDS THE PURE FRUIT OF BLASPHEMY. IN THE TIMES OF OLDEN, SUCH AN INSTRUMENT OF DEATH WAS CALLED BIOLOGICAL DESTROYER AND TODAY WE ARE SUMMONED TO ELECT THE RECIPIENTS OF THE BLESSED TASK OF ERASING SUCH ANATHEMA AGAINST NATURE FROM REALITY.."

SPEECH OF A PRIEST OF THE LIVING DURING A STREET GATHERING IN THE 27' STRATAN LEVEL

Precipitations

Water evaporates from Materia's basins, condenses into clouds and rains down on the surface, feeding its vegetation.
The following is a list of Materia's rain cycle:

- **Mutagen Mist**: these poly-chrome, low-hanging and disconcerting mists coalesce in the most extreme and secluded Materia places. They are rightfully feared for the effect they have on DNA, scrambling it into unexpected mutations. A living being exposed to Mutagen Mists must resist with IS 2d6 or develop a Genetic Trait belonging to a Species determined rolling 1d6 on the table below, within 2d6 days. 1,2=Arthropoids; 3,4=Squamata; 5,6=Shrubs. The creature cannot develop Genetic Traits from these Species. Mutagen Mists have a radius of 1d6x10m and move 10m/Round in random directions, dispersing after 2d6 Rounds of its forming.
- **Lightning Bolt**: an electrical discharge falling from the heavens strong enough to kill almost anything. Unleashed by the most powerful storms and even taking spherical form at times, every 1d6 Rounds creatures are exposed to lightning storms roll 3d6 and are hit by a lightning bolt (Extreme intensity Electricity) on a result of 15 or more.
- **Fog**: when humidity rises in hot climates, water often coalesces in low hanging fog banks that narrows visibility to 1/10.
- **Black Snow**: when temperature decreases, rain water mixes with extremely toxic substances at high altitude and when it falls it freezes into black snow. Snow causes the same penalties Rain does. After 1d6 hours of continuous snowing, the ground is coated, it halves Speed and causes a creature to be Downed unless they take 1 Reaction to move with caution when taking more than one Movement Action in a single Round. Items and creatures suffer 1 Light Damage per hour they spend in contact with black snow.
- **Rain**: -1d6 penalty to all sight based checks and visibility is halved. Every 1d6 Round of exposition, a creature can store 1 Portion of non drinkable Water, if they have proper storage. Materian rainwater needs to be boiled four times the time water gathered from water basins needs to turn potable. To simulate more intense rains, double the penalties and the gathered Portions.
- **Volatile Foam**: a Cloudthrashers' waste product (read Text of Creatures) they leave on their trail, these foaming bleach flakes rain from the sky, imposing a -1d6 penalty to Initiative and Perception:Smell checks. Usually, Volatile Foam rains last for 2d6 hours and cover a 1d6Km radius.

Radioactivity

One of the fundamental forces of reality makes some atoms unstable and causes them to slowly decay, emitting harmful radiation for most living beings and machines too. A deadly, but invisible assassin.
The following effects are halted by obstacles made in lead or other similar metals:

Faint	This Radiation intensity covers a 5m radius. A living creature loses 1IS per 1d6 hours of exposition.
Medium	This Radiation intensity covers a 10m radius. A living creature loses 1IS per 1d6 minutes of exposition. Every 1d6 hours of exposition, a living creature suffers +1 Bleeding to a Location of choice. A creature exposed to this radiation intensity for at least 4d6 hours emits one less radioactivity Rank that further decreases by one every 4d6 days.
High	This Radiation intensity covers a 20m radius. A living creature loses 1IS per 1d6 minutes of exposition. Every 1d6 hours of exposition, a living creature suffers +1 Bleeding to a Location of choice. Electronic machines suffer 1 Light Damage to each Location per 1d6 hours of exposition. A creature exposed to this radiation intensity for at least 4d6 hours emits one less radioactivity Rank that further decreases by one every 5d6 days.
Very High	This Radiation intensity covers a 50m radius. A living creature loses 1IS and suffers 1 Light Damage to every Location per 1d6 Rounds of exposition. Every 1d6 minutes of exposition, a living creature suffers +1 Bleeding to a Location of choice. Electronic machines suffer 1 Light Damage to each Location per 1d6 minutes of exposition. A creature exposed to this radiation intensity for at least 2d6 minutes emits one less radioactivity Rank that further decreases by one every 6d6 days.
Extremely High	This Radiation intensity covers a 50m radius. A living creature loses 1IS and suffers 1 Medium Damage to each Location per 1d6 Rounds of exposition. Every 1d6 Rounds of exposition, a living creature suffers +1 Bleeding to a Location of choice. Electronic machines suffer 1 Medium Damage to each Location per 1d6 minutes of exposition. A creature exposed to this radiation intensity for at least 1d6 minutes emits one less radioactivity Rank that further decreases by one every 7d6 days.
Extreme	Radiation of this intensity covers a 100m radius. A living creature loses 1IS, suffers 1 Severe Damage and +1 Bleeding to each Location per Round of exposition. Every 1d6 Rounds of exposition, a living creature suffers +1 Bleeding to a Location of choice. Electronic machines suffer 1 Severe Damage to each Location per 1d6 minutes of exposition. A creature exposed to this radiation intensity for at least 1d6 minutes emits one less radioactivity Rank that further decreases by one every 10d6 days.

SOUND

Sound waves can travel great distances before fading or get absorbed by a medium such as water. The following are the rules applied to different sound volumes.
Covering one's ears as a Reaction reduces perceived sounds by 1 Rank:

Normal	No effect. Most sounds audible by animals are Normal.
Medium	A creature is Deafened for 1 Round.
Loud	A creature is Deafened for the duration of the sound and 1d6 Rounds afterwards. Perception:Listening checks suffer a -1d6 penalty.
Very Loud	A creature is Deafened for the duration of the sound and the following 1d6 minutes. Continuous exposition for 2d6 minutes causes a creature to be permanently Deafened. Perception:Listening checks suffer a -2d6 penalty.
Deafening	A creature is Deafened for the duration of the sound and the following 1d6 hours. Continuous exposition for 1d6 minutes causes a creature to be permanently Deafened. Perception:Listening checks suffer a -3d6 penalty.
Extreme Loud	A creature is permanently Deafened. A creature exposed to an Extremely Loud noise cannot take Perception:Listening checks.

SUFFOCATION

Most Materian Sentients cannot live without breathing, but for some odd twist of fate it frequently happens that they gets deprived of it for some time.
A creature can hold their breath for a number of minutes equal to a fifth of their Body score if they spend the Round to catch their breath. Otherwise, they can hold their breath for a number of Rounds equal to a fifth of their Body score. After that time, the creature must pass a an IS check against DL 1d6 +1d6 per Round their breath capacity has been exceeded. If they fail, they pass out and, if they remain deprived of oxygen for an additional 1d6 Rounds after passing out, they are Comatose. After an additional 1d6 Rounds without oxygen, the creature dies.

TEMPERATURE

Heat is both the greatest ally and the bane of Materians. The following are the various temperature intensity Ranks effects:

Freezing	Living beings lose 1d6 SP per Round of exposition. Every minute, living creatures risk infection from a Respiratory Disease and suffer 2d6 Light Damage to each Location. Locations that suffered Damage this way freeze and become Unusable until they spend an equal amount of time exposed to higher temperature. The time required by a frozen Location to thaw and return usable is halved per temperature rank higher than Extremely Low. While frozen, a Location does not suffer additional Damage from cold. A solid body exposed to Freezing temperature is covered in a thickening layer of ice and suffers 1 Light Damage per 1d6 hours of exposition. Liquids freeze instantly.
Extremely Low	Living beings lose 1 SP per Round of exposition to Extremely Low temperature. Every 10 minutes, living creatures risk infection from a Respiratory Disease and suffer 1d6 Light Damage to each Location. Food is preserved for five times longer and liquids freeze within 1d6 Rounds.
Very Low	Living beings lose 1 SP per minute of exposition to Very Low temperature. Every hour, living creatures risk infection from a Respiratory Disease and suffer 1 Light Damage to each Location every 30 minutes. Food is preserved for four times longer and liquids freeze within 1d6 minutes.
Low	Living beings lose 1 SP per 10 minutes of exposition to Low temperature. Every 2 hours, living creatures risk infection from a Respiratory Disease. Food is preserved for twice as long and liquids freeze within 2d6 hours.
Cold	Living beings lose 1 SP per 30 minutes of exposition. Every 2 hours, living creatures risk infection from a Respiratory Disease.
Normal	No unusual effect.
Warm	Living beings lose 1 SP per hour of exposition.
High	Living beings lose 1 SP per 30 minutes of exposition and their water needs doubles. Food spoils within half its usual time and contact with liquids inflicts 1 Light Damage per Round of exposition.
Very High	Living beings lose 1 SP per minute of exposition, their water needs triples and suffer 1 Light Damage to each Location every hour. Food stays edible for a fourth of its time and contact with liquids inflicts 1d6 Light Damage per Round of exposition.
Scorching	Living beings lose 1 SP per Round of exposition, their water needs quadruples and suffer 1d6 Light Damage to each Location per hour. Food stays edible for a tenth of the time and contact with liquids inflicts 2d6 Light Damage per Round of exposition.
Extreme	Living beings and items instantly catch fire and lose 1d6 SP per Round of exposition. Liquids instantly boil and inflict 3d6 Light Damage per Round of exposition on contact.

Water Basin

Materia is a world made arid by its dying star and, even though by now the only natural water basins that survived the Great Destroyer are the one large enough to have their own tides, somehow life has so far found a way. A way in spite of most Materian waters not being fit for life and many having some of the following properties.

- ***Acidic:*** creatures near a basin of acidic water suffer a -1 penalty to all checks and an additional -1 for each Round of exposition. A body or item submerged in acidic waters suffers 1 Medium Damage every Round.
- ***Alkaline:*** organic creatures submerged in alkaline waters suffer +1 Pain to each exposed Location per Round of exposition.
- ***Dense:*** the DL of all Movement:Swimming checks in dense waters increases by +1d6.
- ***Radioactive:*** these waters apply the effect of radioactivity (read above).
- ***Saline:*** solid bodies float in saline waters and Movement:Swimming checks gain a +1d6 bonus. A creature diving in saline water with open wounds suffers +1 Pain to a Location per Damage they suffered.
- ***Sulfurous:*** a creature taking a Perception:Smell check near sulfurous waters is Distracted. Bodies and items submerged in sulfurous waters suffer 1 Light Damage per Round

Wind

The winds that howl through Materia's valleys and canyons can reach tremendous speeds and cause much damage.

Weak	No negative effects.
Strong	Perception checks and Ranged Attacks suffer a -1d6 penalty. Creatures in water must pass a Movement:Swimming DL 2d6 check to move upstream.
Very Strong	Perception checks and Ranged Attacks suffer a -2d6 penalty. Items and creatures are subject to a 1d6/Round push, reduced by their Strength score and Weight divided by 50, and their Speed is reduced by as much. Creatures in water must pass a Movement:Swimming DL 4d6 check to move upstream.
Extreme	Perception checks and Ranged Attacks suffer a -3d6 penalty. Items and creatures are subject to a 2d6/Round push, reduced by their Strength score and Weight divided by 100, and their Speed is reduced by as much. Buildings and plants anchored to the ground suffer 1 Light damage per minute of exposition. Creatures in water must pass a Movement:Swimming DL 6d6 check to move upstream.
Tornado	This calamity manifests in area with Extreme winds. Anything within 100m of the epicenter must pass a Body DL4d6 check or be thrown in the air and then back to the ground from a height equal to the difference they failed the check. Every Round, a creature caught in a Tornado must roll 1d6: on a 6, they are struck by flying debris and suffer 1d6 Light Damage to a random Location. In the eye of the storm, wind does not blow and the average duration of these phenomena is 2d6 Rounds. A Tornado moves 50m/Round.

4.5 - TERRAIN

XENOSCAPE pits Characters against the most diverse and exotic biomes, each with its own unique characteristics.

This paragraph covers these variables and how they affect Characters.

For the sake of simplicity, this book assumes a Terrain area to be a kilometer in radius, but the Narrator is not forced to follow this convention. If you are playing without a Narrator we recommend to keep Terrain areas to be 1Km in radius and determine randomly what the next area is when they reach its edge by rolling 2d6.
2=Mountain; 3= Hill; 4,5=Desert; 6,7,8=Terrain remains the same; 9=Swamp; 10=Plains; 11=Coastal; 12=Forest.

Resources and Food availability depends on their Rarity. To determine how much, roll 1d6.

- **Common:** 3d6 units always present
- **Uncommon:** 2d6 units present on a 3+
- **Rare:** 1d6 units present on a 5+
- **Unique:** only one present on a 6

Should the Narrator require rules for Terrain areas with features from multiple types, like a forest growing in a swamp or mountain, they can either determine them as they prefer or by chance.

Understanding Terrain

Name: the name of that Terrain.

General Information: an overview of the Terrain and its specific characteristics (read ***paragraph 4.4 Natural Hazards***).

Weather: the climate that characterizes the Terrain (read ***paragraph 4.4 Natural Hazards***) and its variations.

Food: the Food found in the Terrain (read ***paragraph 4.3 Food***).
Any modifier between parentheses is applied to the local availability of specific Foods.

Resources: the Resources found in the Terrain (read ***paragraph 4.1 Resources***).
Any modifier between parenthesis is applied to the local availability of specific Resources.

Encounters: the most frequent creatures and dangers for the area. Unless otherwise specified, any Terrain area features 10d6-1d6 per Danger rank specimens of each mentioned creature. More information on Danger is found in the ***Text of Creatures***.

Terrain Description

Every Terrain type in this list is considered to be roughly 1Km in radius.

You are free to add your own Terrain types to this list, taking these as an example, to tailor the experience to your group's needs.

COASTAL

General Information: Materian seas are few and beyond dangerous, as well as frequently too saline to be drinkable, so living on the coast is often unwise.

Determine one or two special traits rolling 2d6 on the following list:

- 2 = a 4d6m tall cliff separates the mainland from the sea, requiring a Movement:Climbing DL 4d6 check to move through
- 3 = the sea is always rough. Every Physical:Swimming check suffers a -1d6 penalty
- 4 = the waters feature an unusual color (choose one of the special properties for Water Basins in ***paragraph 4.4 Natural Hazards***)
- 5 = a thick and sticky foam separates the shore from the actual waters, requiring a Body DL 3d6 check to be navigated
- 6 = 10d6x10m away from the coast, the Characters can see the faint outline of an island
- 7 = a small coastal settlement inhabited by 7d6 individuals from many different Species
- 8 = a river feeds into the sea
- 9 = 10d6x10m off the coast lies an enormous hole amidst water
- 10 = water globules float from the sea towards the sky
- 11 = seawater Temperature is Scorching
- 12 = roll 2 more times

Weather: every 1d6 hours, roll 2d6 to determine how the weather changes:
2 = remains constant; 3 = heavy rain; 4 = Black Snow; 5 = Strong Wind; 6 = heavy rain, Lightning Strikes and Strong Wind; 7 = Fog; 8 = Black Snow and Strong Wind; 9 = Fog and Rain; 10 = Clear Sky; 11 = Very Strong Wind; 12 = Tornado.
Food: Ooze Algae (+1d6), Berries, Mollusks (+1d6), Bright Goo (x2), Spices, Eggs.
Resources: Clay, Chemicals, Thermostatic Ivy, Fibers, Wood, Oil, Stone (x5), Ground Leeches.
Encounters: every 2d6 hours, roll 1d6 and, if the result is a 1, roll 2d6 on the following encounters table:

2	The Characters spot **She Who Dances in the Sea** in the distance, living to her foreboding namesake
3	A wave tens of meters tall is about to crash on the Characters, who must pass a Body DL 6d6 check or be pushed by 1m per point they failed it, or be Downed and suffer 1d6 Light Damage
4	The Characters notice a **Quantum Antinemone** over a rock amidst the waters, 1d10x10m away, wrapped around a deactivated Drone that suffered 1 Severe Damage
5	The Characters pass next to 1d6x underwater **Pneumocephali**, alerted if they move any closer
6	A **Pheromorphic Sludge** lies 1d10m away over a reef
7	A tract rich in Bright Goo is infested by 2d6 **Panic Fish**
8	1d6 **Empyrodons** stopped by the shore to drink, unaware that an **Evolved Verminoid** is about to dive on them
9	The waters in a small, rocky inlet bubble vigorously. 1d6x **Bubbolaria** specimens (read the ***Flora*** section of the ***Text of Creatures***) surrounded the corpse of a **Lemurite** with twice as much its regular equipment
10	On a successful Perception DL 3d6+2 check, the Characters spot 1d6 amphibian **Squamata Hunters** hiding in the waters to ambush and drown them
11	1d6 petrified **Stone Beasts** stand on the other side of a rushing river; waters require a successful Swimming DL 5d6 check to be forded
12	An **Eder Kyrbian** is laying along the beach and decides to roll on its side just as the Characters are passing by, potentially crushing them

Desert

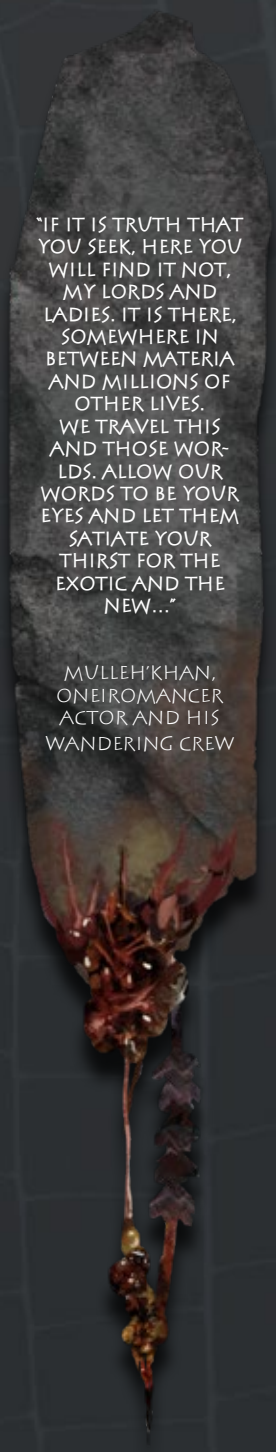
General Information: among the most desolate corners of the world and almost devoid of plant life, these vast sand or stone wastes frequently feature Very High Temperature during the day but Very Low at night, with very little in the way of shelter or water basins.

Determine one or two special traits rolling 2d6 on the following list:

- 2 = a single central oasis, with a pond and some vegetation
- 3 = every 1d6 hours spent in a desert, a creature must pass a NS 1d6 check or suffer real-looking hallucination lasting until touched (+1 Mental Disorder: reaching the hallucination)
- 4 = the scorching sands set on fire any flammable item touching them
- 5 = the area emits Faint Radioactivity. When moving, residual images are easily spotted and attacking moving targets receives a +1 AV bonus
- 6 = the desert is glass shards. Every Round spent moving on it, a creature suffers 1 Light Damage to their locomotion limbs.
- 7 = a central oasis with a Squamata village inhabited by 5d6 individuals
- 8 = an old, decrepit stone fort with at least 1d6 abandoned Common Artifacts and an encounter
- 9 = the sand features an unusual color and is considered Difficult Terrain. Creatures take that color on if they spend more than 2d6 hours in it
- 10 = the area is strewn with Bones and the Temperature is Scorching. The availability of every Resource or Food is halved
- 11 = the desert is highly saline. Salt is found everywhere but creatures suffer an amount of Pain points equal to their untreated wounds
- 12 = roll 2 more times

Weather: roll 2d6 every 4d6 hours to determine a change in the weather:
2 = remains constant; 3 = Tornado; 4,5 = Weak Wind; 6,7 = Sand storm (Fog and Strong Wind); 8 = +1 Temperature Rank; 9=Strong Wind; 10,11=Clear Sky; 12=Very Strong Wind.
Food: Berries (-1d6), Traveller's Fruits, Prismatic Toad (1/2), Spices (-1d6), Zik-zik (+1d6).
Resources: Chemicals, Echo Crystal, Precious Metal, Simple Metal, Devils Nut, Bones, Oil, Stone (x10), Precious Stones, Salt, Ground Leeches, Howling Tuber (-1d6), Glass.
Encounters: every 5d6 hours, roll 1d6.
On a 1, roll 2d6 on the following random encounter table:

2	The group hears a 2d6x swarm of **Flesh Devils** feeding off of a nearby dying **Strider**
3	A randomly determined Character falls in quicksands and must pass a Body DL 4d6 or starts suffocating
4	A 1d6x100m wide sand wave crashes on the group on the following Round. Characters must pass a Body DL 3d6 check or be pushed away by 1m per point they failed the check and be Downed
5	The Characters meet a **Squamata Rhapsode** under the effect of **Hallucidhermis**, out for plants
6	A Character trips and suffers 1d6 Light Damage, falling next to an **Adrax Module** that activates within 1d6 Rounds
7	An **Electronic Ghost** from an Ancient Shrine buried 1d6x100m deep appears to the Characters once every 1d6 Rounds
8	A flaming tornado forms 1d6x10m from the groups and moves 1d6x5m/Round in random directions (read the Wind and Fire sections of ***paragraph 4.4 Natural Hazards***)
9	The Characters enter an area where time seems to have frozen by the looming presence of 1d6x10 **Temporal Locusts**
10	A **Hyena Mantis** pack is chasing a dying **Kzernog** who suffered 1d6 Medium Damage
11	The Characters see **Wandering Oasis** near a radioactive pond (read the ***Water Basins*** section of ***paragraph 4.4 Natural Hazards***)
12	The group stumbles into inscriptions on the sand left by a **Lesser Strigopendra** hiding under the sand (Perception DL 3d6+3)



"IF IT IS TRUTH THAT YOU SEEK, HERE YOU WILL FIND IT NOT, MY LORDS AND LADIES. IT IS THERE, SOMEWHERE IN BETWEEN MATERIA AND MILLIONS OF OTHER LIVES. WE TRAVEL THIS AND THOSE WORLDS. ALLOW OUR WORDS TO BE YOUR EYES AND LET THEM SATIATE YOUR THIRST FOR THE EXOTIC AND THE NEW..."

MULLEH'KHAN, ONEIROMANCER ACTOR AND HIS WANDERING CREW

Forest

General Information: defined by thick and tall patches of various Woodshroom species and other similarly imposing plants, visibility is reduced to 10m and sunlight filters through the canopies only in thinner areas roughly 10d6m apart.

Determine one or two special traits rolling 2d6 on the following list:

- 2 = local plants are 50 or more meters tall and the canopy is too dense for sunlight to filter through
- 3 = plants slowly move from time to time. To leave the area, a Character must pass a Mind DL 4d6 check or wander aimlessly
- 4 = local plants, if eaten, cause an Intestinal Disease
- 5 = nature is unusually lush. Creatures spending at least 8 hours in there gain a +1 Morale for the next 24 hours. Roll for encounters every hour
- 6 = thick thorns and mud make the Terrain Difficult
- 7 = there is an arboreal Lemurite village with 10d6x5 inhabitants
- 8 = a water basin crosses the area. Roll 1d6; on a 1, it possesses one of the properties from ***paragraph 4.4 Natural Hazards***)
- 9 = rubble from a destroyed village hides 1d6 damaged Common Artifacts
- 10 = plants are actually solid growth off of the ground and are entirely made of one Chemical substance
- 11 = the forest teems with life. Characters hear animal calls everywhere and suffer a -1d6 penalty to all Perception:Listening checks
- 12 = roll 2 more times on this table

Weather: roll 2d6 every 3d6 hours to determine how the weather changes:
2 = stays the same; 3 = heavy rain; 4 = light rain; 5 = Weak Wind; 6 = heavy rain, Lightning Strikes and Strong Wind; 7 = Fog; 8 = Fog and Rain; 9,10,11 = Clear Sky; 12 = light rain, Weak Wind.
Food: Berries(x2), Polmonaria Bean, Sacred Fruit, Foulshroom, Odorous Lichen, Larvae, Wandering Leaf, Carnivore Mushroom, Seeds(x2), Spices(+1d6), Glucodia Juice, Eggs, Vegetables, Zik-zik.
Resources: Water, Clay, Verminoid Slime, Carapace, Fungotoxic Cultures, Chemicals, Thermostatic Ivy, Sweetgrass, Dreaming Lie, Fibers (x10), Tantar Leaves, Dark Fruit, Shroomgate, Noctilucae Infusion, Wood (x10), Dark Lotus, Bones, Hides, Stone, Xylanta Roots, Resin (x10).
Encounters: every 1d6 hours, roll 1d6.
On a 1 or 2, roll 2d6 on the following encounters table:

2	Anything within a 1d6x10m wide area must pass a Reflexes DL 3d6 check to avoid a falling Woodshroom or suffer 3d6 Light Damage
3	A successful Perception / Animal Empathy DL 3d6+6 check exposes a **Preying Bud** hiding in the vegetation, ready to pounce
4	A **Wandering Shrub** approaches the Characters with Hostile intentions since they ruined their garden
5	A Perception DL 4d6+8 check reveals 1d6x hungry **Dark Baboons** waiting in a cave for nightfall to hunt
6	Reality distorts in front of the Characters and all of a sudden they are staring at a **Cyclops Sloth**. However, the creature fed recently and only wants to play
7	The Characters enter a clearing where they see a limbless **Arthropoid Worker**. With a successful Perception DL 4d6+4 check, they spot the remote eyes of a **Lairguard** hiding nearby
8	1d6x **Forestriders** pass within 1d6x20m and a **Hook Predator** about to attack them focuses its attention on the group instead
9	The Characters find 1d6x Portions of dead Zik-zik on the ground after a **Wrathful Crimson** plant forced them to kill each other. (read the ***Flora*** section in the ***Text of Creatures***)
10	A **Feathered Lizard** is guarding 1d6x Eggs on the top of a tall mushroom and attacks anybody moving too close
11	1d6x **Infester Neurofungi** are spotted near a wrecked **Mecha-Suit** on the banks of a small river. If alerted, they are joined by a **Neurofungus Subjugator** within 1d6 Rounds
12	The Characters find a small pond with a ripe fruit that happens to be an **Detonating Vine** (read the ***Flora*** section of the ***Text of Creatures***)

Mountain

General Information: mountains on Materia can be tall beyond imagination, even kilometers, with scarce vegetation mostly composed of low shrubs and lichens.
Temperature decreases by 1 Rank from Normal every 1000m after 500m altitude. For more information about Temperature, read ***paragraph 4.4 Natural Hazards***.

Roll 1d6 on the following list to determine the area's special traits:

- 2 = time flows faster at this elevation. Every minute passed here is only 1 Round outside of the area of effect
- 3 = a river springs from a peak, flowing into a waterfall
- 4 = a tunnel leads from a cave to an Underground Terrain area
- 5 = a Physical:Climbing DL 3d6 check is required to climb the harsh local crests
- 6 = physical Actions cost 1 additional ES, due to rarefied oxygen
- 7 = a 3d6x10m wide and 10d6x10m deep canyon splits the mountain in half
- 8 = 10d6 members from a strong Primordian tribe lives in a cave
- 9 = the central peak in this area is an immense, slumbering Elder Kyrbian
- 10 = at the center of this area lies the remains of a shelter with 1d6 Common Artifacts in it. Temperature is Extremely Low
- 11 = the area is completely covered in Black Snow. Roll 1d6; on a 5 or 6, it covers an Ancient Shrine
- 12 = roll 2 more times

Weather: every 3d6, roll 2d6 to determine how the weather changes:
2 = remains constant; 3 = heavy rain; 4 = Black Snow; 5 = Strong Wind; 6 = heavy rain, Lightning Strikes and Strong Wind; 7 = Fog; 8 = Black Snow and Strong Wind; 9 = Fog and Rain; 10 = Clear Sky; 11 = Very Strong Wind; 12 = -1 Temperature Rank.
Food: Berries, Ephemeral Leaves, Traveller's Fruits, Coldroot, Spices, Eggs, Vegetables, Wormsnake, Zik-zik.
Resources: Water, Clay, Chemicals, Echo Crystal, Thermostatic Ivy, Fibers, Shroomgate, Noctilucae Infusion, Wood, Simple Metal, Precious Metal, Starmetal, Stone(x20), Precious Stones, Resin, Salt.
Encounters: every 2d6 hours, roll 1d6 and, if the result is a 1, roll 2d6 on the following encounters table:

2	The Characters are struck by an Avalanche (read ***paragraph 4.4 Natural Hazards***)
3	During the nighttime, 1d6x ***Oneiromantas*** fly over the Characters
4	2d6x winged **Arthropoid Soldiers** fly over the Characters, heralded by their distinctive, disturbing droning
5	The Characters sense everything around them vibrating and shuddering, soon realizing they are on the back of a stirring **Megalithovore**
6	A **Primitive Clone** falls from a nearby peak onto a Character, dealing 3d6 falling Light Damage to both
7	2d6 ***Kiros*** apparently out for blood were driven into a rampage by the ultrasonic waves emitted by a device from a destroyed Mecha-Suit nearby
8	1d6x adult **Kyrbians** are arguing over a piece of Jewelry when they stumble into the Characters
9	A nearby cave is entirely covered in **Gushing Moss** (read the ***Flora*** section of the ***Text of Creatures***), covering a vein that could provide 10d6x Portions of Precious Metal (gold)
10	A **Felikor** is eating its prey on a peak when it spots the Characters and prepares to dive on them
11	The Characters see a **Clone** with a damaged Exosuit frozen into a glacier. If extracted from the ice, the Characters learn the Clone is infested by a **Mutant Necrocordiceps**
12	A **Mechanical Hydra** crests over from behind a hill 1d6x100m away from the Characters and starts devastating the land

"MATERIA IS A CRUEL MISTRESS. SHE TRIES TO KILL YOU IN THE WORST POSSIBLE WAYS AT EVERY STEP, BUT EVERY DAY YOU WRESTLE OUT OF HER MURDEROUS ARMS SHE KNOWS HOW TO CHARM YOU WITH NEW AND MAGNIFICENT WONDERS THAT YOU COULD NOT HAVE IMAGINED EVEN IN YOUR WILDEST DREAMS..."

ANONYMOUS

PLAINS

General Information: often at sea level, these vast stretches of land are often smooth and rich in vegetation.

Roll 1d6 on the following list to determine the area's special traits:

- 2 = creatures receive a +1d6 bonus to Perception:Listening checks
- 3 = the area is especially fertile and all farming times are halved. Shrubs consume the same amount of nutrients over half as much distance
- 4 = the ground is poisonous and farming checks suffer a +1d6 DL malus. Shrubs feeding in this area suffer -1d6IS per minute. Eating or drinking anything from the local area imposes a -1d6 IS penalty
- 5 = the ground features an unusual color. When a creature takes steps on it, clouds of dust 1d6m tall and as much wide rise into the air and blind creatures inside
- 6 = a superficial Water Basin, like a lake or a river lies in the middle of the area (choose from the ones described in ***paragraph 4.4 Natural Hazards***)
- 7 = a sinkhole with a 3d6x5m radius opens in the ground, leading to an Underground Terrain area
- 8 = a village populated by at least 3d6x10 inhabitants from various Species
- 9 = on the top of a hill lay the remains of a destroyed **Fortress** containing 1d6 Common Artifacts that require a Physical:Climbing DL 3d6 check to be reached
- 10 = constant Strong Wind. Every 4d6 hours, creatures must resist (NS 1d6) or suffer +1 Mental Disorders
- 11 = enormous, bizarre shaped, 3d6m tall stones poke through the ground
- 12 = roll 2 more times

Weather: every 3d6, roll 2d6 to determine how the weather changes:
2,3 = remains constant; 4 = light rain; 5 = Strong Wind; 6 = heavy rain and Strong Wind; 7 = Tornado; 8 = Fog; 9 = Fog and light rain con Strong Wind; 10 = Clear Sky; 11 = Volatile Foam; 12 = heavy rain, Lightning Strikes and Strong Wind.
Food: Berries (+1), Sacred Fruit, Foulshroom, Wandering Leaf, Traveller's Fruits, Paleowheat (x10), Seeds, Spices, Eggs, Vegetables, Zik-zik, Sugar.
Resources: Water, Clay, Morpheus' Buds, Thermostatic Ivy, Sweetgrass, Fibers (x2), Shroomgate, Wood (x2), Simple Metal, Bones, Hides, Stone, Precious Stones, Xylanta Roots, Resin (x2), Howling Tuber.
Encounters: every 2d6 hours, roll 1d6 and, if the result is a 1, roll 2d6 on the following encounters table:

2	The ground splits beneath Characters, who must pass a Reflexes DL 5d6 check or fall 4d6m
3	A **Verminoid Trader** riding a wagon pulled by 4 **Common Primordians** claims the land to be theirs and demands the Characters to pay them a toll
4	1d6 **Powervores** are perched over a **Mecha-Suit Guardian**. As soon as they move, the machine reactivates
5	A **Malfunctioning Mecha-Suit** is preceded by 1d6x dead **Common Quadripoids** it used to serve before something drove it insane
6	A dying **Epidozoid** draws the attention of 1d6x **Young Kyrbians**
7	2d6 crazed **Striders** is about to trample the Characters after being scared by a resurfacing **Eradicator** 1d6x100m away
8	2d6 **Goblin Grasshoppers** are devastating a small village after driving away its diverse inhabitants
9	A **Cloudthrasher** peeks behind a hill 1d6x200m away and extends its tentacles to devastate the area around the Characters
10	A **Cronenberg Pup** approaches the Characters pretending to be wounded to then attack them. A successful Empathy/Animal DL 6d6 check exposes it
11	The Characters sight a **Venoraptor** 1d6x100m away before it disappears. After 1 minute, if the party does not pass a Perception DL 3d6+6 check, gets surrounded by 1d6 more
12	The ground beneath the group quakes (read ***paragraph 4.4 Natural Hazards***). Roll 1d6 to determine its intensity

SWAMP

General Information: known for their humid grounds and frequent stagnating ponds, recovering Portions of Water is definitely not a problem in these areas, although they are even less safe to drink than the already toxic ones from anywhere else on Materia. Vegetation is mostly composed by large mangroves and moss-covered, crooked Woodshrooms that form a landscape as putrescent as it teems with life.

Roll 1d6 on the following list to determine the area's special traits

- 2 = characters are Distracted on Perception:Smell checks by the perennial stench of death
- 3 = the ever present mosquitoes cause +1 Pain to each exposed Location every 2d6 hours to all animals
- 4 = a creature submerged in marsh water can contract a Muscular Disease
- 5 = Faint Radioactivity. Creatures see colors as their opposite and are Distracted on Perception:Observation
- 6 = special Water Basins (choose from those listed in ***paragraph 4.4 Natural Hazards***)
- 7 = at the center of the marsh there is a village built on stilts inhabited by 8d6 people from different Species
- 8 = at the center of the marsh there is an isle with the remains of a stone temple containing 1d6 Common Artifacts
- 9 = plants and animals in the area are rich in heavy metals. Creatures feeding off the animals and Shrubs drawing their nutrients from the ground suffer 1 Light Damage to their internal organs
- 10 = when it rains, plants exude a contact poison that inflicts +1 Bleeding
- 11 = at the center of the area there is a pool of Oil that burns continuously
- 12 = Roll 2 more times

Weather: every 3d6, roll 2d6 to determine how the weather changes:
2 = remains constant; 3 = heavy rain; 4 = Mutagen Mists; 5 = Strong Wind; 6 = heavy rain and Strong Wind; 7,8 = Fog; 9 = Fog and Rain; 10 = Clear Sky; 11 = Volatile Foam; 12 = heavy rain, Lightning Strikes and Strong Wind.
Food: Muddy Algae (x3), Berries, Polmonaria Bean, Odorous Lichen (x2), Larvae, Bright Goo, Carnivore Mushroom(+1d6), Prismatic Toad, Eggs, Vegetables.
Resources: Water, Acid, Clay, Verminoid Slime, Fibers (x10), Wood(x10), Metal, Precious Metal, Precious Stones, Acid, Clay, Fungotoxic Cultures, Chemicals, Dreaming Lie, Tantar Leaves, Shroomgate, Dark Lotus, Simple Metal, Precious Metal, Bones (x2), Hides, Oil (+1d6), Stone, Precious Stones, Xylanta Roots, Resin.
Encounters: every 1d6 hours, roll 1d6 and, if the result is a 1, roll 2d6 on the following encounters table:

2	A rotten branch falls onto a random Character, who must pass a Reflexes DL 3d6 check or suffer 1d6 Light Damage to their Head.
3	The ground is particularly muddy and creatures moving at more than half their Speed are Downed and suffer 1 Light Damage to one locomotion limb.
4	The Characters spot a **Quadripoid** warrior eating ***Spiked Ammonia*** (read the ***Flora*** section of the ***Text of Creatures***) after it reduced local population to 1d6 in a murderous fit.
5	A sulfur geyser erupts right under the Characters, who must pass a Body DL 4d6 check or be pushed by 1d6m per point they failed the check and suffer 3d6 Light Damage.
6	An **Adult Ovoparasite** hides right under the water, in an area populated by 2d6x Ooze Algae, and is spotted on a successful Perception DL 3d6+4.
7	The Characters pass next to a **Lemurite** begging for mercy, claiming to be stuck in some branches. It is not a Lemurite, but an ambshing **Nestplant**.
8	The surroundings are littered with putrefied corpses, imposing a -1d6 penalty to Perception:Smell check, left by a **Thanatoides** at night.
9	Characters must pass a Perception DL 4d6+6 check to spot 1d6 **Scathopters** hiding in the massive, rotting carcass of a young Forestrider.
10	An **Ancient Shrub** lays dying, a limb cut off, in front of the Characters, devastated by a Fungotoxic Culture (Cortex).
11	A **Slithering Horror** is fiddling with a computer inside a wreck that resurfaced amidst a muddy lake, while digesting a Clone Savant.
12	A **Mother** 1d5x10m away from the Characters expels 1d6x **Epidozoids**, her wails audible from a great distance.

UNDERGROUND

General Information: Materia's underground is equally populated and rich in resources found in its networks of tunnels and caves. Underground vegetation is frequently little more than mosses and mushrooms.
When at the edge of an Underground Terrain area, roll 1d6. On a result of 5+, the cave ends into a wall. Otherwise, that Underground Terrain area continues into another.

Determine one or two special traits rolling 2d6 on the following list:

- 2 = on a successful Perception DL 4d6 check over the course of 1d6 hours, the Characters find a tunnel leading to a randomly determined surface Terrain
- 3 = the area is covered in bio-luminescent moss
- 4 = an underground Water Basin, such as a lake or river. Roll 1d6: on a result of 4 or more, it has some of the special properties from ***paragraph 4.4 Natural Hazards***)
- 5 = oxygen is scarce. A breathing creature can hold their breath only for half as long and each Round in which they take physical Actions they lose 1ES
- 6 = the remains of an old Precious Metals mine containing 4d6 Portions still left. Roll for random encounters every 1d6 hours. An ancient tunnel leads to a randomly determined Terrain area on the surface, but the group needs 5d6x10 working hours to clear it of debris
- 7 = a **Mur** or **Arthropoid** village (read ***Text of Creatures***) populated by at least 2d6x10 inhabitants living in dugouts carved in the rock and among the immense roots of the surface plants
- 8 = the remains of a ruined Ancient Shrine containing 1d6 hidden technological Artifacts. One of them is a Fusion Reactor that emits Faint Radioactivity in its immediate vicinity and Strong in its very proximity
- 9 = a 10d6m deep cleft is found in the middle of the area. Determine randomly if it leads to another piece of Underground Terrain
- 10 = frequent stalactites and stalagmites force the group to pass a Physical:Climbing DL4d6 to move through
- 11 = the area is so humid, fires struggle to stay lit. Temperature is Faint and farming checks receive a +1d6 bonus
- 12 = roll 2 more times

Weather: weather does not apply underground.
Food: Ephemeral Leaves, Foulshroom, Odorous Lichen, Larvae (x3), Traveller's Fruits, Coldroot, Worm-snake(x2), Zik-zik.
Resources: Water, Clay, Fungotoxic Cultures, Chemicals, Echo Crystal, Dreaming Lie, Dark Fruit, Shroomgate, Smoking Maxxhecate, Simple Metal (x2), Precious Metal, Oil, Stone (x20), Precious Stones (x2), Xylanta Roots, Howling Tuber.
Encounters: every 3d6 hours, roll 1d6; on a result of 1, roll 2d6 on the following encounters table:

2	1d6x Common **Mur** led by a **Mur-Lack** are preparing to perform a **Mur'Ghal** ritual
3	A randomly determined Character slips into a 1d6x2m deep crevasse filled with 3d6x **Arhtropoid Larvae**
4	A furious **Cave Brute** was poisoned by a nearby Smoking Maxxhecate
5	1d6x friendly **Shrub Sprouts** lead the Characters to a **Swiftdeath Flower** (read the ***Flora*** section of the ***Text of Creatures***)
6	An underground aquifer bursts through a wall and forces the Characters to pass a Body DL 4d6 check. If they fail, water pushes them 1m per point of difference they failed the check, Downs them and inflicts 1d6 Light Damage
7	Gas escapes from a pocket and the Characters begin suffocating unless they leave
8	The ceiling of the cave collapses, inflicting 3d6 Light Damage and burying under 1d6x20Kg of stone anything within
9	A **Neurofungus Subjugator** and the **Primordian Alpha** they infested are looking for new slaves
10	A **Fairy** nested near the exit to the surface and allows only those who accept to fall asleep in her presence to leave the place afterwards
11	A **Squamata Pup** suffering from a Respiratory Disease is lost and does not know how to get back home (read ***paragraph 4.4 Natural Hazards***)
12	A stalactite falls from the ceiling on a randomly determined Character: treat it as an Attack to their Head with AV 2d6+10, Damage 2/6/9)

VOLCANIC

General Information: these extreme environments are dreaded for their scorching heat, geological instability and the great flows of molten lava they feature. Vegetation is barely noticeable and only extremely stubborn life forms can even hope of living there, let alone prosper. In Volcanic Terrain, lava pools are 1d6x20m apart.

Roll 1d6 on the following list to determine the area's special traits:

- 2 = the Lava pools exhale dense smoke that counts as stable Fog
- 3 = stone fragments float from the lava pools to the sky
- 4 = when the area erupts, Medium intensity electricity arcs strike anything within 3d6m that did not take a Reaction to dodge
- 5 = the air is rich in sulfur, imposing a -1d6 penalty to Perception:Smell checks and costing 1IS per 3d6 minutes of exposition. If a creature covers their respiratory organs with a rag soaked in water, this time increases ten times
- 6 = lava pools are made of molten metal that emits a Medium intensity electromagnetic field
- 7 = rains last twice longer and lava pools exude dense smoke that causes any breathing creature within 3d6m to suffocate
- 8 = the charred remains of a village, destroyed by lava lays in the middle of the area
- 9 = the large central lava pool is active, bubbling and throwing chunks of rock all around. All Perception: Listening and Smell checks suffer a -1d6 penalty and, when rolling on the encounters table, any result of a 1 triggers an eruption
- 10 = resource and Food availability is halved
- 11 = the area is infested with many Prismatic Toads: roll for encounters every 1d6 hours
- 12 = roll 2 more times

Weather: every 1d6 hours, roll 2d6 to determine how the weather changes (2,3= remains constant 4=Mutagen Mists 5=Weak Wind 6=Strong Wind 7,8=Fog 9=Fog and Rain 10=Clear Sky 11=Lightning Strikes 12=heavy rain, Lightning Strikes and Strong Wind).
Food: Ephemeral Leaves, Fire Honey, Prismatic Toad.
Resources: Acid, Clay, Chemicals, Precious Metal, Simple Metal, Starmetal, Oil, Stone(x10), Precious Stones, Salt, Magma Eggs.
Encounters: every 4d6 hours, roll 1d6; on a result of 1, roll 2d6 on the following encounters table:

2	An **Ekpyrotic Snail** chases a small rodent from behind a stone
3	A volcano erupts 1d6x100m away. Every Round spent in the area, all Characters are targeted by a chunk of rock aimed at their Torso with AV 4d6 and Damage 3/5/11, while lava advances by 1d6x20m/Round
4	A jet of scorching hot steam from a geyser blasts the Characters for 3d6 Light Damage and Downs them
5	A dark cloud lowers visibility by one Rank inside the area. Any breathing creature staying in it suffers 1 Light Damage to their Torso every 10 minutes as caustic smoke fills their lungs
6	A **Terror of the Living** is feasting, showing its internal organs to a legless Arthropoid Soldier who is begging for help
7	An **Adrax Follower Clone** lives nearby and challenges the largest Character to a duel for free passage
8	A **Glue Fern** (see the ***Text of Creatures***) towers over a rock at the center of a lava lake 1d6x5m away from the Characters. Temperature is 1 Rank higher there
9	The area in front of the Characters is covered in a thick layer of nanobots: this is the sign of the presence of an ***Electronic Jellyfish*** within 1d6x10m
10	A **Necrocordiceps** infesting a Verminoid body runs an itinerant bazaar, but everything they sell spreads Necrocordiceps spores and a Skin Disease (read ***paragraph 4.4 Natural Hazards***) to anything it comes in contact with
11	An **Adult Kyrbian** missing an arm needs to find a Trinket that fell off a cliff and offers a reward to anybody willing to help them. Navigating the cliff requires a successful Climbing DL 4d6 check
12	An **Integrated Mecha-Suit Matrix** is refining molten metal into machinery and does not tolerate outsider interference

ADVICE

The tables and descriptions shown in this paragraph should be more than enough as guidelines to build a wide and uncharted world that nobody yet described on a reliable map.

These directions are tools for the Narrator to experiment with to breathe life into their stories and be prepared, when their players eventually decide to take an unexpected direction.

Feel free to adapt the encounters or special characteristics to your needs; everything is there to be tweaked, removed or added to tailor the Materian experience to the needs of your group.

After all, this is a large, bizarre and fantastic world, that only the tales and songs of the Characters who live in it can describe respecting its uniqueness.

If you have been able to focus your attention throughout my digressions, then it is time to devote part of this wall to what I could clinically call self-induced mass psychosis: materian religions.

Many are the beliefs spread among the less cultured people of this planet, since every sentient or semi-sentient inhabiting it is constantly after an answer to make sense of their suffering and hope for their brief life. However, as brief and devoid of consequence or purpose as the life of its faithful can be, so most of the materia faiths are mostly defeated by time and hardship, fading from the memories of history. Mentioning the ones I stumbled upon in my long life is not worth the effort: merciful or cruel, hieratic or hedonistic, tolerant o fanatical, they almost all vanished in the mists of forgetfulness, a fate I find most fitting and I have no intention of dragging them out of.

However, there are cults whose faith spread widely among the known planetary organized societies and at times even rooted in throughout the generations. So you know and, therefore, are aware of their goals and dangers, allow me to tell you about them, however briefly.

Disciples of the Dream

There is not just one reality, but a greater many, the majority of them so impalpable and ephemeral that only by awakening in the dream one can achieve true life, the last one before passing to the first universe. This briefly is the creed of the disciples of the dream, vacuous eyed ascetics who use to experience a different world from the one surrounding them. They live their lives learning how to interact with their dreams, believed to be visions from other lives, other worlds or even other creatures' dreams. They also believe that all sentient beings self deceive by believing real what is not, as the waking world, life and all they claim to exist is nothing more than a dream, a fragment of a collective illusion that gave origin to everything.
These beliefs detach them from reality, for they claim that any effort to prolong their own existence is futile... alongside any other conscious activity. They wear tattered robes, look almost equally disheveled and have no interest in their outer appearance. After all, why concern oneself with what is a mere illusion?

Every disciple is apprenticed to a master who teaches them techniques to "awaken in dreams' ', while oneirophants (so call themselves those who experiment with lucid dreaming) continually look for new, exciting realities to visit and to draw inspiration from.
This cult has neither worshipping places nor officiants, its followers split among the most disparate of tribes, although at times it is common to find these mystics deeply lost in meditation exposed to the oneiros moon, chugging narcotics too. The most orthodox followers even let themselves to starve to death in absolute disregard for the material world, believing that at the end of things every reality is only but the dream of a primordial divine being and, therefore, that they are living but a false existence, ready to transition to another one through the ultimate ritual of the disciples, oneirometempsychosis.

Cult of the Living

The cult of the living is ageless, its traditions are said to be followed since the dawn of time by all creatures gifted with the spark of life. Animals, plants, artificial intelligence, all carry in their consciousness the teachings of such faith and, excluding forceful deviations, are drawn to them without even realizing.
The lore of the cult is buried deep in rhapsode tales throughout the centuries and preaches coexistence and balance instinctively respected by all the living. Respect life and nature, hunt only when no other option is available, exploit natural resources only within specific boundaries and avoid polluting at all costs.
Anything outside those teachings is considered deeply unnatural or anathema for the biological cycle, a blasphemy most living beings refuse, considering how far this cult has spread.

Should one commit heresy, they would be branded as deviant.
Among the best known precepts of the cult is forbidding its adherents to write: other than the common mercantile jargon, any other attempt to commit letter or number to a medium for any reason is seen as an oddity, an inkling of madness at best or an affront against nature, capable of dooming the very own planet we live in. Many believe the ancient human empire has been torn apart by the propaganda and mental influence of the written words and the baleful magical powers they channeled. Such creed, seemingly worthy of respect and, actually, quite reasonable, gradually turned into unthinking and blind faith as time passed by, turning against any form of persistent lore other than its own, effectively halting the progress of civilization with its senseless opposition to the written word.
The cult's most zealous followers, the priests of the living, and their merciless prosecution of whoever is caught not respecting the tradition, make for a prime example of this habit.

They hide their faces under a veil and often their body, too, as if to deny their individuality. They are skilled solo combatants who travel between villages carrying only the strict precepts of the cult according to which they punish transgressors, their suffering a memento for everyone to see. The priests of the living often boast an encyclopedic knowledge of all the countless laws that compose their doctrine, the law of the living, and are used to list and discuss its various passages into new and different interpretations. Of course, because the law of the living is an exclusively oral tradition of which the priests are the sole recipients, abuse and distortions are commonplace and being marked as an accursed heretic is as dangerous as it is frequent. Believe me when I tell you that even simply reading these carvings of mine marks you, in their eyes, as an abject creature to cleanse.

It is indeed true that their intervention frequently restores a semblance of balance between the living and materia and occasionally heals deplorable abuses, but there is no reason to tolerate such wandering fanatics and the imposition of their rigid morals. Anybody can become a priest of the living. They simply must take the veil and learn to right the wrongs done to the planet one precept of the law of the living, or any of its numerous distorted variants, at a time. Often, older priests put their younger brethren to the test whenever they meet, starting endless debates about the many traditions of the cult that can last for days or even weeks on end, with the distinct possibility of resulting in a bloodbath between opposing factions.

FOLLOWERS OF ADRAX

NONE EVER DEFEATED THE LEGENDARY ADRAX AND NONE EVER MATCHED THEIR STRENGTH.
THE STORIES ABOUT ADRAX, A HERO FROM THE DAYS OF THE ANCIENT HUMAN EMPIRE, CIRCULATED OVER MATERIA FOR MILLENNIA AND REACHED QUITE THE UNBELIEVABLE PEAKS OF EPIC EMBELLISHMENT. UNFORTUNATELY, EVEN THE DATABASES OF THE OLDEST MECHA-SUITS DO NOT CONTAIN ADDITIONAL INFORMATION ON SUCH A FIGURE, MAKING IT IMPOSSIBLE TO CURTAIL THE SPREADING AND INCESSANT GROWTH OF THESE MYTHS EACH TIME THEY GET RETOLD. SOME CLAIM ADRAX WAS AN IMPERIAL CHAMPION WHO DEFEATED COUNTLESS ENEMIES, FACING WHOLE ARMIES ALL ON THEIR OWN. OTHERS SAY THEY WERE THE GENETIC PEAK OF HUMANKIND, PERFECT AND GIFTED WITH SUPERHUMAN VIGOR, WHILE OTHERS BELIEVE THEY WERE THE SUPREME LEADER OF THE IMPERIAL FLEET, THEIR BODY AUGMENTED THROUGH TECHNOLOGY IN ORDER TO BE THE PERFECT HUMAN-MACHINE HYBRID.

WHATEVER THE OBSCURE TRUTH BEHIND IT, THE STORIES ABOUT ADRAX'S DEEDS INSPIRED SCORES OF WARRIORS FROM ALL TRIBES TO WALK THE PATH TO MARTIAL PERFECTION BY ANY NECESSARY MEANS . WHETHER THROUGH EXTENUATING TRAINING OR THROUGH THE AID OF TECHNOLOGY (INCLUDING DRUGS, MUSHROOMS AND EVEN ARTIFICIAL PLATES IMPLANTED WITH EXTREMELY DANGEROUS AND IMPROVISED SURGERY), THESE WARRIORS LEAD A LIFE OF SUFFERING MARKED BY MANIACAL AND OBSESSIVE BEHAVIORS.
THEY LEAVE THEIR FORMER LIVES AND OCCUPATIONS BEHIND, TURNING INTO SOLITARY NOMADS ALWAYS OUT FOR A STRONGER ADVERSARY TO FACE AND LEARN FROM OR FOR NEW MEANS TO ENHANCE THEIR COMBAT EFFICIENCY. FANATICS WITH NEITHER HOME NOR PEACE, DRIVEN MAD BY CONFLICT AND VIOLENCE, DEADLY BEINGS EVERYONE SHOULD AVOID AT ANY COST..

THESE DERELICT LUNATICS, GIVEN THEIR QUESTIONABLE LIFE CHOICES, USUALLY DO NOT REACH OLDER AGES. IF THEY ARE NOT TAKEN BY SELF-INFLICTED MUTILATIONS, THEY FALL IN THE NAME OF THE SURVIVAL OF THE FITTEST IN A LIFE CONSTANTLY DRAWN TO COMBAT AND SPURRED ON BY THE ULTIMATE GOAL OF BECOMING STRONGER THAN THEIR OWN IDOL, ADRAX, THE MIGHTIEST BEING THE UNIVERSE HAS EVER SEEN. I MUST ADMIT THAT, HOWEVER FERAL AND RIDICULOUS THEIR CREED MAY SEEM, AT THE VERY LEAST IT IS QUITE CONSISTENT WITH ITSELF AND DOES NOT SHOW MUCH OF A THREAT TO WHOEVER DOES NOT BELONG TO IT. AS LONG AS ONE DOES NOT HAVE THE MISFORTUNE OF BEING IN THE BLOODSTAINED WAY OF ONE OF THESE MANIACS OR STANDING BETWEEN THEM AND THEIR NEXT GLORIOUS DEED.

CULT OF INFESTATION

THE WORLD BELONGS TO FUNGI, IT ALWAYS HAS AND ALWAYS WILL. FUNGI ARE EVERYWHERE, EVEN IN DEEP SPACE AND OTHER PLANETS. FUNGI ARE THE TRUE LORDS OF THE COSMOS.
NON È FACILE COMUNICARE CON LA MAGGIOR PARTE DELLE CREATURE VEGETALI, E RISULTA QUINDI DIFFICILE COMPRENDERE APPIENO I DETTAMI DI QUESTO CULTO BASATO SULL'IDEA DI UNA SUPREMAZIA GENETICA DI CUI SOLO LE CREATURE FUNGINE SONO IN POSSESSO.
COMMUNICATION WITH MOST PLANT LIFE IS ANYTHING BUT EASY AND SO IS FULLY UNDERSTANDING THE PRINCIPLES OF THIS CULT AND ITS CLAIMS OF FUNGAL GENETIC SUPERIORITY.
AND YET, THERE ARE STRAINS OF HIGHLY EVOLVED FUNGI ON MATERIA, CAPABLE OF COMMUNICATING WITH OTHER BEINGS. WHETHER THROUGH SPORES OR PARA-PSYCHIC CAPABILITIES (SUCH AS THOSE OWNED BY THE LARGE SENTIENT NEUROFUNGI), THE WILL OF THIS SECT SPREAD PLANET-WIDE. THE MAIN GOAL OF THE CULT OF INFESTATION IS TO REPRODUCE UNTIL THEY HAVE COVERED EVERY CORNER OF THE WORLD, TO CLAIM THEIR RIGHTFUL PLACE AS THE HEGEMON, AND EVEN BEYOND, TOWARDS THE STARS, TO CONQUER THE FORMER COLONIES OF THE ANCIENT HUMAN EMPIRE.

THE FOLLOWERS OF THE CULT ARE MOSTLY FUNGI, AS ONE WOULD IMAGINE, WITH NO QUALM IN INFESTING ANY AREA THEY CAN FIND WITH THEIR SPORES, EVEN GOING SO FAR AS ENSLAVING OTHER SPECIES TO EXPAND THEIR REALM AND OBTAIN A STEADY SUPPLY OF VESSELS TO SPREAD THEIR CONTAGION FURTHER.
HOWEVER, THE CULT IS NOT AS MONOLITHIC AS IT SEEMS, FOR DIFFERENT FUNGAL FAMILIES FIGHT EACH OTHER FOR SUPREMACY, STRIVING TO SHOW ONE'S SUPERIORITY TO ALL OTHERS. THEIR CONFLICTS CAN INVOLVE OTHER SPECIES AND SPAN OVER THOUSANDS OF KILOMETERS.
MATERIA IS A BIZARRE PLACE, POPULATED BY ALL KINDS OF ABERRATIONS, AS YOU SHOULD ALREADY KNOW BY NOW, SO THE EXISTENCE OF SENTIENTS SPONTANEOUSLY ADHERING TO THE CULT OF INFESTATION, WILLING VESSELS OF FUNGAL INFESTATION, SHOULD COME TO NO SURPRISE. THE HARBINGERS OF INFESTATION, AS THESE DERANGED ZEALOTS ARE CALLED, ARE FULLY AWARE THAT, BY ACCEPTING ITS SPORES AND, THEREFORE, BECOMING PART OF SOMETHING GREATER THAN THE SUM OF ITS PARTS, THEY ARE CONSIGNING THEIR LIVES TO A SUPERIOR INTELLIGENCE BOUND TO RULE OVER THE WORLD. AS IF TASKED WITH A MISSION OF VITAL IMPORTANCE, THEY GLADLY GIVE THEIR LAST RESOURCES UP AS THEY LISTEN TO - OR SO THEY CLAIM - THE MOST BEAUTIFUL FUNGAL HARMONICS CREEPING IN THEIR BRAINS, DAY AFTER DAY, UNTIL INFESTATION HAS TAKEN THEM COMPLETELY.

HARMONIC QUANTUM CULT

AMONG THE RHAPSODES, THE ARTISTS AND SONGSMITHS OF MATERIAN HISTORY, A SECT AROSE, A PROPER MYSTERY CULT.
AT THE CORE OF EVERYTHING SITS AN EQUATION, AS THEORIZED BY EVERE-ETT, AN HARMONIC QUANTUM CULT MECHA-SUIT RHAPSODE WHOSE SKILL IN EVERY FIELD OF MUSIC WAS LEGENDARY. THIS FORMULA IS SAID TO PROVIDE THE EXPLANATION AS TO WHY EVERYTHING BELONGING TO THIS WORLD VIBRATES AT DIFFERENT TONES AND HOW SOUND IS THE VERY FOUNDATION OF CREATION.
BACK IN EVERE-ETT'S DAYS, WHEN THEY BEGAN DECLARING THEIR DISCOVERY THROUGH THEIR SHOWS, THEY WERE SOON CONFRONTED BY THE CULT OF THE LIVING, JUDGED IMPURE AND SENTENCED TO DEATH.
ALL SEEMED LOST, BUT RHAPSODES ARE ADEPT IN PASSING THEIR LORE SO IT WAS A MATTER OF JUST A FEW DECADES BEFORE SOMEONE DECIPHERED EVERE-ETT'S DISCOVERIES, HIDDEN IN THEIR MUSIC, CAUSING THEM TO CIRCULATE AND EVOLVE AGAIN. ONE OF ITS MANY INCARNATIONS, FOR EXAMPLE, IS THE BELIEF THAT MUSIC IS AN UNIVERSAL LANGUAGE CAPABLE OF ALTERING THE COURSE OF EVENTS AND EVEN THE VERY REALITY WE LIVE IN.

TO THIS DAY SUCH THEORY STILL DRAWS FOLLOWERS, ALTHOUGH THEY LIVE IN HIDING, AFRAID THEIR ART AND EVERE-ETT'S TEACHINGS COULD DRAW UNWANTED ATTENTION. THEY HAVE BECOME MASTERS IN HIDING THEIR PRECEPTS IN THEIR WORKS, CONCEALING CLUES, MESSAGES AND INFORMATION EVEN IN THE SIMPLEST MUSIC, DANCE OR RHYME. THE MEMBERS OF THIS SECT SECRETLY MEET TO PERFORM COMMUNAL RITES THAT GIVE BIRTH TO WORKS OF GREAT SPLENDOR, THEY BELIEVE AKIN TO REALITY-ALTERING MAGIC.

THE MORE EXPERT AMONG THEM, THE UNIVERSAL AMPLIFIERS, CAN MODULATE THE SOUNDS OF THEIR INSTRUMENTS TO CONJURE WILDLY DIFFERING EFFECTS ON THOSE CREATURES GIFTED, OR CURSED, WITH HEARING. THEY ARE ALSO TASKED WITH OFFICIATING GRAND RITUALS AND SUBJUGATING THE WILL OF BOTH SENTIENTS AND NOT TO MUSIC, THE TRUE ESSENCE OF ALL THINGS.

FEDERATES

EVEN AFTER SO MUCH TIME, THERE ARE STILL PEOPLE BELIEVING IN THE PRINCIPLES OF THE ANCIENT HUMAN EMPIRE, WHO TOIL FOR THE RETURN OF WHAT THEY CALL FEDERATION, TO RESTORE CIVILIZATION AS IT HAD BEEN CONCEIVED BEFORE ITS RUINOUS FALL, WALKING ON THE PATH OF NOSTALGIA AND WORSHIP OF A PAST THEY NEVER KNEW AND PERFECT AND INFALLIBLE.
FEDERATES ARE OBSESSED WITH EVERYTHING REGARDING THE ANCIENT HUMAN EMPIRE AND ARE TIRELESS ARTIFACTS SEEKERS. IN THEIR HOPE OF RESTORING THE PACE AND PROGRESS OF AN ERA THEY BELIEVE TO BE RESPLENDENT AND OF GREAT WELL-BEING, THEY CLAIM TO FOLLOW A SUPERIOR MINDSET THAT BENEFITS THE INDIVIDUAL AND ONE THAT IS OF MUCH MORE CIVIL MEANS.
THEIR BELIEFS ARE BASED ON WHAT LITTLE HAS SURVIVED THE MILLENNIA, ANY SCRAP OF SUCH BYGONE AGE A FASCINATING FINDING WITH A GRAND - AND USUALLY FALSE - PROMISE OF A MARVELOUS FUTURE IN THE INEXORABLE ADVANCE OF HUMANKIND.
THE WISEST FEDERATES SEEM TO BE ENACTING DIRECTIVES TO RESTORE CIVILIZATION ON MATERIA BY SEARCHING FOR ANCIENT HUMAN BASES IN THEIR ENDLESS PILGRIMAGES, WHILE RHAPSODES CLAIM THESE PLACES TO BE TREASURE TROVES OF INFORMATION ABOUT A FABLED RE-POPULATION PLAN FOR HUMANKIND.
MANY ARE THE CLONES AND MECHA-SUITS WHO ADHERE TO THIS CREED, THOUGH OTHER SPECIES, TOO, HAVE SHOWN INTEREST IN THESE BELIEFS, ATTRACTED BY THE UNPRECEDENTED TECHNOLOGICAL MARVELS FROM MATERIA'S FUTURISTIC PAST.
ATTRACTED BY TECHNOLOGY AND ANY NEW ITEM, THE HIGHEST PREACHERS OF THIS CREED WEAR CLOTHING INSPIRED BY THE SURVIVING DEPICTIONS OF THE PAST AND IT IS SAID THEY FOLLOW AN EXACTING PLAN SET IN MOTIONS THOUSANDS OF YEARS AGO BY HUMANITY TO RETAKE MATERIA. A PLAN CONVEYED TO THE FUTURE GENERATIONS THROUGH BIO-HOLOGRAPHIC MESSAGES BROADCAST TO THE VERY BRAIN OF A SELECTED NUMBER OF CLONES AND SENT BY SATELLITES OR REMOTE SERVERS STILL WORKING TO THIS DAY. ACCORDING TO FEDERATE LORE, THE ONLY HOPE TO SEE THE REBIRTH OF AN URBANIZED WORLD LIES IN SUCH FORGOTTEN RELIGION, ONE THAT HAS DRAWN ONTO ITSELF THE IRE AND AGGRESSION OF THE CULT OF THE LIVING. ANY VILLAGE WITH ITS OWN COINAGE, SEWERS, AQUEDUCTS AND POWER GENERATING OR LABOR AUTOMATION MACHINERY TOO, IT SURELY HAS A FEDERATE CARRYING ON (OR, MORE PRECISELY, BELIEVING THEY ARE CARRYING ON) THE GRAND, MILLENNIA OLD PLAN FOR THE SURVIVAL OF THE HUMAN SPECIES AND TRADITIONS.

WORDBOUND

ACCORDING TO THE LAW OF THE LIVING, ONLY FOOLS SPEND THEIR LIVES BENT ON A TABLE, TURNING THE WORLD AROUND IN LETTERS AND NUMBERS, FOR RELIANCE ON SUCH DEVIANT AND INFECTIOUS BEHAVIORS IS ANATHEMA FOR THE NATURAL ORDER OF THINGS. IT IS BECAUSE OF THIS CLEAR REASON THAT THE GREATER MATERIAN MINDS OFTEN DEVELOP THEIR OWN WRITTEN LANGUAGES AND EASILY LOSE THEMSELVES IN THE WONDER THAT IS WRITING, RESULTING IN BEING BANISHED FROM THEIR COMMUNITIES, BRANDED FOOLS INCAPABLE OF SUSTAINING THEMSELVES. THEY THEREFORE BANDED INTO A NETWORK OF SORTS, EXCHANGING AND COMMENTING ON BOTH ANCIENT AND CONTEMPORARY TEXTS, A MOST DANGEROUS LIFE AS THESE MATERIALS ARE SEEN AS BLASPHEMY BY THE CULT OF THE LIVING.
THE FASCINATION FOR THE POWERFUL TOOL THAT IS WRITING, HOWEVER, HAS TAKEN AN ALMOST DIVINE VALUE FOR THESE HIDDEN SCHOLARS. THEY BELIEVE THIS POWER TO BE UNDENIABLE, REQUIRING DEVOTION FOR LIFE AND THUS EARNING THEM THE MONIKER OF "SLAVES". AS MUCH AS I MAY DISAPPROVE OF THE METAPHYSICAL SYSTEM THEY BUILT AROUND IT, I HAVE TO AGREE ON ONE POINT. IT IS ONLY IN A WORLD WHERE LORE IS METHODICALLY PROPAGATED FREE FROM THE MONOPOLY OF THE RHAPSODES THAT PERFECTION CAN BE ACHIEVED.
THIS CULT, ABOUT WHICH THE RUMORS ARE THE MOST ABERRANT, IS ACTUALLY MADE OF SOME OF THE BEST AND MOST ENLIGHTENED MINDS IN THE WHOLE PLANET, CAPABLE OF DEEP MEDITATIONS, TO DISCUSS ANY TOPIC, TO CRAFT AND TEMPER SOLID THEORETICAL SYSTEMS. HOWEVER, MOST OF THEM HIDE THEIR GIFTS AND KNOWLEDGE FOR FEAR OF RETRIBUTION FROM THE CULT OF THE LIVING OR RHAPSODE SLANDER.
THE WORDBOUND, THEN, HIDE IN SECRECY AND GUARD THEIR MANUSCRIPTS AND FRAGMENTS, RECOGNIZING EACH OTHER BY THE CIPHERS THEY WEAVE ON THEIR ROBES, LETTERS MINGLED WITH UNINTELLIGIBLE EMBROIDERY TO FORM MESSAGES SUCH AS "SEEKING", "TRADING" OR "SHARING". MANY AMONG THEM SHOW PARANOID AND OBSESSIVE TENDENCIES OR, AT ANY RATE, BEHAVIORS HIGHLY INFLUENCED BY THEIR EMOTIONAL STATE.
THERE IS NO HIERARCHY AMONG THESE POETS AND SCHOLARS, ALTHOUGH THOSE OWNING THE LARGEST COLLECTIONS OR THE SHARPEST SKILLS IN VERSESMITHING ARE GRANTED GREAT RESPECT (IF NOT, UNFORTUNATELY, EVEN ENVY) AND CALLED PATRONS BY THE REST.

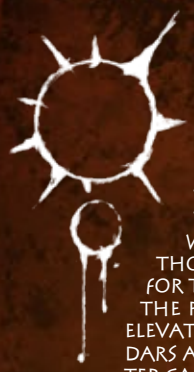
BIOSHAMANISM

THERE IS A FAITH BASED ON ESOTERIC PRACTICES ACCEPTED ROUGHLY ANYWHERE ON MATERIA THAT SPREAD IN HUNDREDS OF LOCAL, COEXISTING VARIANTS.
BIOSHAMANISM IS AN ANCIENT PRACTICE FOUND IN ALMOST EVERY TRIBAL GROUP, HAILING FROM THE BELIEF THAT EVERYTHING IN THE UNIVERSE IS RULED BY OTHERWORLDLY SPIRITUAL ENTITIES LIVING ACCORDING TO OBSCURE BUT EVER FLOWING COSMIC LAWS.
BIOSHAMANIC RITUALS ARE THOUGHT TO HARNESS SUCH OCCULT PROCESSES INTO TANGIBLE EFFECTS ON REALITY. ALTHOUGH ALMOST IMPOSSIBLE TO DEMONSTRATE, THE SUGGESTIONS THESE RITES CAN CAUSE INTO EVOLVED SPECIES GRANTED BIOSHAMANS GREAT INFLUENCE WITHIN THEIR COMMUNITIES. THE MAGICAL FORMULAS AND RITUALS ARE UNIQUE TO THE PROVENANCE OF THE INDIVIDUAL BIOSHAMAN, BUT THEY ALL DEPEND ON IMBIBING ORGANIC SUBSTANCES OF ANY KIND, FOR SUCH PRIMITIVE BELIEFS CLAIM THAT LIVING BEINGS' SPIRITUAL ESSENCE MIGRATES INTO THE BODY OF THE OFFICIANT, GRANTING THEM INCREDIBLE POWERS.
BIOSHAMANS, CONSEQUENTLY, LEAD A LIFE RICH IN WILDLY DIFFERENT SENSORY EXPERIENCES, IMBIBING ANYTHING THEY CAN FIND AND OFTEN BECOMING GREAT EXPERTS OF MATERIA'S ECOSYSTEMS. THEIR HABIT OF TAKING SUBSTANCES AND SURRENDERING TO THEIR VISIONS USUALLY ALTER THEIR OUTER APPEARANCE, TOO. MANY FEATURE AN ABDOMINAL SWELL, DRESSING IN CLOTHING MADE OF THE CREATURES THEY FED ON AND EVEN TRINKETS OBTAINED FROM THE BONES, CARAPACE AND OTHER INEDIBLE PARTS OF THEIR PREY.
SOME CULTS HAVE GROWN SO OBSESSED WITH THESE VISIONS THAT SPAWNED SECTS DEVOTED TO THE RESTLESS HUNT FOR NEW LIVING SPECIMENS TO CONSUME AND SACRIFICE ON THE ALTAR OF ENLIGHTENMENT.
MOREOVER, THERE ARE RHAPSODES WHO TELL OF AN ANCIENT AND DARK TRADITION, PERFORMED BY THE MOST

dedicated and extremist bioshamans, once at the end of their quest, who offer their own flesh for their companions to learn their gathered knowledge. The act of being devoured alive at the peak of a cannibalistic ritual is to them the greatest honor, the final destination of a life spent on the quest for truth.

Prophets of Disaster

The adherents to this doom-saying sect, built on prophecies that reach its adepts in dream, believe in yet another impending calamity that shall doom life on the planet. Their paranoid minds are haunted by disastrous dreams claiming everything will end with the return of civilization, the blooming of self determination and, overall, prosperity and happiness for sentient creatures. In their distorted vision of history, the process that will bring the great destroyer, Materia's own sun, to wipe life out once and for all will be a moment of cleansing and joy, one to celebrate with dance and song. In the meantime, while they wait, the zealous throngs abstain from everything they can and practice ritual self flagellation, as well as punishing harshly any form of writing and advanced science, doing their damnedest to halt progress wherever they are found.



Their implements of torture and retribution, that they employ with great skill as much on their own kin as on any who they suspect shares ties with the Federates or Wordbound, are well known all over Materia. The less fortunate, those born with manifest malformations or those who survive the prophets' cleansing rituals, are welcome in the cult as special beings, blessed for their uniqueness otherwise lost to the path of bio perfection set out by the ancient machines.

The prophets gather and settle in monasteries in locales such as volcanoes, caves and waterfalls, elevated positions from which to observe the stars onto which they have based their omens, calendars and rites. The prophets are generally tolerated by the cult of the living, although even the latter can at times find their methods excessively coercive and violent.

Dawn Pilgrims

An ancient Materian belief tells of a promised land for all creatures, a paradise on earth rich in anything life could ever dream of, where human-wrought disasters are unknown.

Many are the tales about its existence or how to reach it and as many are the pilgrims who set out to find it, whether moved by desperation or information jealously guarded or simply chasing myths. These cult followers belong to the most diverse people, from the elderly who propagate its lore with fairy tales for the youth, to strapping adventurers and foolish thrill seekers, who refuse to believe that their whole existence should just revolve around daily survival.

The pilgrims are skilled travelers, explorers of unseen places, custodians of unimaginable secrets. They hail from every kin, but the cult is mostly led and preached by shrubs who see in this fertile and peaceful promised land the chance to return to the bountiful earth and an occasion to "set roots".

Some of these unlikely and illusory legends, so old their origins are lost, tell of the advent of a savior, one blessed with knowledge about the path to this wonderful land that will lead all sentients to the place where none shall ever suffer again.

CHAPTER 5 - STORIES

Tales of forgotten Rhapsodies and other epic exploits.

5.1 – PLOTTING AN ADVENTURE

Once you have created a Character and have read the rules to move them on Materia, it is time to outline the adventure to play.

First, agree on the difficulty and intensity of the experience with the rest of the group.
The following list presents different difficulty levels, to tailor the gaming experience to the needs of your group.

1. **STANDARD MODE**: Character creation rules apply normally and Characters begin play with EF 2. *Recommended to all players.*

2. **PRELUDE MODE**: The Character's initial EF score is 1 and they have access only to the features of their chosen Species, but can choose Skills and Learned Traits as they want during Character creation. Once they have earned 2 Evolution Points, they can take their Path. They can choose between Paths for which they have at least 1 Level in 2 Skills from the Skills List.
Recommended to novice players to have a taste of the full experience.

3. **HARD MODE**: Characters begin play with EF 2, but can increase the level of only one Trait every third SL and PL.
Recommended to expert players.

4. **VARIANT: PENALTIES**: available to all modes. Players can take additional Skill and Equipment during Character creation, paying each one penalty from the following list: +2 Mental Disorders; -1 Location; -1 Characteristic; -2 Equipment or Skill points. Every Character can take up to 2 of these penalties, in agreement with the Narrator.
Recommended to expert players.

5. **VARIANT: AUTONOMOUS**: available to all modes. Autonomous XENOSCAPE sessions do not feature a Narrator, regardless of whether or not the campaign has one. The plot of these sessions forms around the actions of the players, following the notes on travel and random terrain generation in ***paragraph 4.5***. Because they are not played by the Narrator, the creatures the Characters interact with act according to the information in their profiles found in the ***Text of Creatures***. All the rolls normally left to the Narrator are handled by the players.
In this variant, the Characters are exploring unknown lands devoid of Sentient life, searching for challenges, resources or even maybe a new life.
Recommended to expert players.

Once the generic outlines of the game have been established, the Narrator has everything they need to fill their adventure with the NPCs they need, found in the ***Text of Creatures***.

How does one prepare a ***XENOSCAPE*** adventure?
Here is a list of guidelines to help a Narrator weave a compelling story set in Materia, advice that you can adapt as you see fit to the narrative style you are after.

1. **THEME**: First of all, as the Narrator, choose the feelings that drive the plot forward. Is this a story of dread? Is it a cloak and dagger adventure, with action packed combat and cinematic duels? Or maybe political intrigue and careful scheming inside one of Materia's tribal societies? You are not required to keep only one style for the whole campaign, variation helps keeping your players involved with the longer spanning adventures. Just, as usual, try to stay within the limits of your players and not make them unnecessarily uncomfortable; the point of playing together is to have fun!

2. **PLOT**: usually, one of the first things to decide is the plot of your adventure. Or, in other words, what is supposed to happen to the Characters and what is the leitmotif that articulates through the narration? Once you have an idea, take notes on how to handle the main events of the adventure and then add details, always keeping in mind that the Characters can (and will) take the plot in directions you have not expected. If so, be ready to adapt to the new course of events and try to shape it into something that makes sense with the initial plot line.

3. **LEVEL:** this is the moment to determine the initial EF of the Characters to set the difficulty for the entire adventure and balance the NPC's and challenges accordingly. It is also important to have an estimate of how long should the adventure last and by how much should the EF of the Characters grow.

4. **GOALS:** to reach their end goals for the adventure, the Characters must first achieve a series of intermediary Goals for additional EP (as per ***paragraph 2.7 Evolution Points***). Anything can be a Goal, from small deeds to grand missions or investigations, but the key factor is that they force the Characters to take risks. Some may be closer to the overarching plot, others will be only partially connected to it or even have nothing to do with the story, but all of them help the Characters gain new Levels and resources.
   If it happens, encourage your players to develop personal Character goals along the way, such as avenging a loved one or recovering a family heirloom. In doing so, not only the Characters gain additional EP and grow, but also their players become more involved with the story and, overall, have more fun!

ADVICE

XENOSCAPE may feel alienating at first (oh, the irony!) to players used to other settings. The following is, then, a list of practical and quick pieces of advice for those wanting to delve into writing adventures set in this deadly world:

- Set your adventures within the boundaries of a specific area: a map with the Terrains from the previous Chapter is helpful to outline the locations useful for the story.
- Materians do not share many bonds. The knowledge Characters receive from their backgrounds is often related to the adventure type and its locations.
- The world of ***XENOSCAPE*** is primitive, but dotted with the remains of ancient, advanced technology. Find a way to allow your players to use all of the features and information available to their Characters, including obscure ones like Electronics. Let the Characters express their potential and for this nothing is better than pitting them against situations that require them playing to their strengths to prevail.
- Characters need time to recover SP, feed, craft tools and so on. Account for this when planning encounters and remember that, at times, not having a chance to rest can make things interesting and convey the feeling of urgency, but on the other hand too much time without them can prove only frustrating instead of fun.
- Resources available to the Characters should always be scarce. Not having enough to do everything the Characters want or need is a powerful tool to convey the danger and insecurity of Materian life. The quest for food, shelter and safety are key themes of the game, after all.
- Situations that are atypical in our world should be frequent in play to immerse your players in the game world. On Materia, diversity is something to embrace, not to limit one's fantasy.
- Never take anything for granted. Sleeping in the cold, in XENOSCAPE, inflicts penalties, much like traveling without proper footwear or whether or not cooking one's food and how. Apparently insignificant details that in other games would be overlooked or taken for granted are, instead, key decisions on Materia.
- Do what you can to end each game session with anticipation for what happens next. Close on an imminent important event taking place in the next session, have a charismatic NPC appear right as the session closes or simply narratively ask the heroes how they will face the incoming dangers, to keep the story interesting and vivid.

5.2 - Adventures

"I found a passage for a secret level of the City of Strata; give me food for 4 days and the map to explore those tunnels is yours!"

Trader-Scout to a group of adventurers

The only thing left to do now is playing!
This section contains a few adventure hooks to dive headfirst into what makes Materia unique. You are free to use them, take only some elements, do something else entirely or read them for ideas and then give them your own touch.
All the NPCs and the creatures mentioned in the adventures are described in greater detail in the Text of Creatures. With both books, you have everything you need to provide detailed descriptions to your players.

IMPERIUS EXODUS

The people of the village the Characters have been living in for years are shaken by sudden news. The Endless Army is moving there in direction. When insectoids beyond count move in unison, the only thing left to do is leave, so the villagers organize a refugee caravan with the Characters protecting it. The caravan will ride through hostile lands, hounded by voracious and unstoppable enemies.

THE TROPHY

A wandering Rhapsode troupe passing by informs the Characters that in the nearby fungal forests was sighted a rare specimen of dying Cyclops Sloth and that all the greatest hunters of the surroundings are gearing up to claim its miraculous eyes. Whether they want it or not, the Characters are on the path of many of these ruthless hunters. If they investigate the beast, the group learns that killing it could remove the only obstacle keeping the region from being crushed into dust by a gravitational anomaly.

THE CURSE OF KNOWLEDGE

While the Characters are moving through a crowded multi-ethnic market, their attention, and the crowd's, is attracted by a Priest of the Living and his converts dragging a bleeding Clone around, guilty of owning texts with formulae "against nature".
As they are dragged along to be lynched by the crowd, the Clone leaps towards the Characters in a last attempt to discretely give them a scrap of vellum with a code leading to a secret Wordbound stash. This place could be full of forbidden and precious knowledge, but the Priests of the Living are, too, after it...

THE CELESTIAL APOSTLES

As they cross a crystalline desert, the Characters witness a fight between a group of Squamata assassins and a fleeing Mecha-Suit. The latter barely survives the combat and claims to be on a mission of capital importance; reactivating the twelve Celestial Apostles, a series of what will be later revealed to be orbital satellites. To help the Mecha-Suit, the Characters must delve in underground tunnels infested by Murs and other hostile creatures and reach an Ancient Shrine. There, a secret coven will try everything to stop the Mecha-Suit, who has the secret goal of restoring the satellites' weapon systems and turning them onto the planet to hand it to humanity's heirs.

ASCENSION 999

A dull and rumbling sound shakes the Materian soil, accompanied by faint quakes, attracts the attention of the Characters and many others. If the group investigates this event, they discover an enormous vibrating tower, as tall as the sky, a recently activated space elevator connected to an orbital station of the Ancient Human Empire. Once in orbit, the Characters must deal with the advanced technologies on the station and the Electronic Phantoms of the disappeared crew, seemingly corrupted by a digital virus. If not stopped, the virus could send the station on a collision course with the planet.

OTHERDREAM

An Oneirophant learned how to reach other worlds and dimensions by lucid dreaming. However, when they return to the waking world they bring back nightmarish creatures from wherever they visited.
The Characters will be faced with this threat to their survival, first by finding the Oneirophant, held prisoner by these aliens on the top of a mountain. With the scholar's guidance in this far away dimension, the Characters will stem the invasion from the reality known as Otherdream.

THE GUARDIAN SPIRITS

The Characters cross a lush forest, rich in game and resources, but feel something to be off. Some tracks seem to hint at travelers disappearing, although their belongings are left mostly intact; strange, ominous warnings mysteriously appear if the Characters hunt or gather resources. Terrified voices tell of a curse afflicting those who delve too deep in the forest. In the depths of vegetation, an abandoned settlement bears the signs of slaughter, but no bodies.
Horrified by Sentient exploitation of Materia, a group of Shrubs placed the forest under their protection, killing and making disappear whoever is not smart enough to show the proper deference or flee. In time, they have become adept skulkers in the thick of canopies, killing without mercy or survivors.

INFECTIOUS LOVE

A Clone is feverishly organizing a mission to rescue their partner, who abruptly and inexplicably left them to delve into a bog, and is willing to give everything they own for the help of the Characters. The expedition will face many difficulties to stay on the tracks of the fugitive, learning along the way that the missing Clone has grown ill, weak and probably infected by a Necrocordiceps.
Eventually, the group will find the corpse of the missing lover and the tracks of the new host body of the virus moving from it. The surviving Clone, then, wants to avenge their dead lover, but does not know that their partner had been infested by the Necrocordiceps for a long time. In fact, they were not aware that it was the parasite, much to the virus' surprise and confusion, who loved them, not the host. Feeling near to the terminal failure of their body, the Necrocordiceps fled hoping to end both their sufferings, find a new host and begin a new life. However, the two lovers are meant to meet once again and, who knows, consume their love in a tragic ending.

CHECKMATE TO THE QUEEN

The Characters take shelter in a dark and cold cave to wait a blizzard out and find a small, battered Arthropoid group ferociously protecting a wounded queen. Their hive was lost during a war between rival colonies, steadfast allies until an incomprehensible rivalry sparked between the queen now in that cave and that of another hive.
Soon, the warriors of the rival tribe will make their entrance, driven by pheromones to butcher every survivor and catch the Characters between the proverbial rock and hard place, when the wounded queen promises to lead the group to an ancient human station and let them loot it if they help her set there her new hive. However, the queen of the other, enemy, hive sends equally generous offers for help in finding that same place.

THE MIRACULOUS SEVEN

A mixed group of Sentients, peaceful and defenseless, has been farming an extraordinarily fertile small plain. They are willing to offer everything they have to be defended from a large Squamata warband that for some reason is after their settlement. The Characters, then, can choose to take part in a desperate defense against overwhelming forces, with precious little time to fortify the place and train the locals.
The secret of the village, that a deserter told the Squamata about, is the seven secret terraforming devices the farmers use to ensure bountiful harvests and a calm life. Those artifacts are worth a fortune, even after so much time and under questionable maintenance, but taking them from the farmers would spell their doom as well as potentially damage the very artifacts while moving them.

If you want to read longer adventures, consider signing up to our Newsletter over at ***www.tinhatgames.it/xenoscape*** *to gain access to the* ***Text of Legends*** *and its exclusive contents (already available to all the backers of the Kickstarter campaign!).*

SO HERE WE ARE, AT THE END OF A NARRATION THAT, I HOPE, LENT YOU THE WINGS OF IMAGINATION FOR A JOURNEY ALL AROUND THIS INTRIGUING PLANET THEY CALL MATERIA.
HYLIC IS ABOUT TO BREATHE HIS LAST; EXUBERANT IN HIS YOUNG YEARS, WHEN HE FOUND ME HE WISHED TO FACE THE SUN OUTSIDE THE CAVE, LIVE FAR FROM THE SHADOWS, CONFIDING I WOULD HAVE BEEN WITH HIM AND PROTECTED HIM OUT OF LOVE.
THE TRUTH BROUGHT BY THE GREAT DESTROYER IS NOT EASY TO BEAR, HOWEVER.
IN HIS LAST BIOLOGICAL DAYS, HYLIC WISHED TO RETURN WHERE EVERYTHING BEGAN, BECAUSE IN THE OUTSIDE WORLD, IN THE PUREST TRUTH OF LIFE, ALTHOUGH SINCERE AND DEVOID OF DOUBT, EXISTENCE WAS TOO CHAOTIC FOR THE INVESTIGATIVE AND LOGICAL MIND OF A HUMAN BEING.
ONCE IN THE CAVE, LEGS WEAK AND TIRED NOW HELD BY SERVO-LIMBS, HE LAID IN THE REASSURING SHADOWS AND SLOWLY SURRENDERING TO HIS LAST DREAM SUNG THIS SONG:

AY, EY, OV!
FRUIT SHALL BLOOM AND WORLD SHALL END
IN THE LONGEST DREAMS, THE SEED SHALL LIVE AGAIN
AY, EY, OV!
FIRE SMOLDERING, HERBS IN THEIR PITCHER
LIFE OVERFLOWING, STARS RADIATING
AY, EY, OV!
WHEN THE TIME SHALL COME
MY BODY WILL KNOW
AY, EY, OV!
DANCES, THE WORLD, IN ITS FATAL ORGASM
MY TOMB WON'T BE THE GROUND, BUT THE COSMOS

NO STATISTICAL MATHEMATICS, AS PRECISE AS THEY MAY BE, COULD HAVE PREDICTED WHAT WOULD HAVE HAPPENED TO MY BELOVED HUMAN CLONE.
A SIMPLE INFERENCE LEADS ME TO BELIEVE THEY NEED SHADOWS, RATHER THAN THE BLINDING LIGHT; THAT THEY ARE DRAWN TO WELL CONSTRUCTED LIES AND HOLLOW HOPES TO SURVIVE; BUT ALSO THAT THEY FEAR WHAT THEY SO MUCH NEED.
THEY CANNOT CONTAIN SUCH INNATE URGE, AN ILLNESS OF THE MIND THAT POSSESSES THEM WHEN, FACED WITH THE ULTIMATE TRUTH, RELATIVISTIC MAYBE IN THEIR WILDEST DREAMS ONLY, THEY ABANDON ALL HOPE.
QLIPPOTH'S ORBIT WILL INTERSECT THE GREAT DESTROYER ONE VERY SOON AND SO WHAT WAS BELIEVED TO BE THE IMMORTAL FULCRUM OF REALITY SHALL MEET ITS END TOO.
ONLY ONEIROS, THE SECOND MOON, WILL SURVIVE, WANDERING IN A COLDER AND EMPTIER VOID

I AM LEFT WITH THE TEXT OF CREATURES TO FINISH, A COLLECTION OF ACCURATE DESCRIPTIONS THAT I GATHERED DURING MY LAST OPERATIONAL CYCLE OF EVERY SPECIES I ENCOUNTERED AND STUDIED.
AS FOR YOU, DAUNTLESS READER WHO ARE STILL READING THESE CARVINGS, YOU WILL HAVE TO LEARN TO TELL DREAM FROM REALITY; TO STARE RIGHT AT THE LIGHT OF DAY WITHOUT HEEDING THE WELCOMING SHADOWS OF THIS SAFE PLACE, YOU MUST BE STRONGER THAN THE ETERNAL SOLIPSISM TRYING TO LEAD YOU ASTRAY.
THERE ARE THOSE, ON MATERIA, WHO BELIEVE THE WRITTEN WORD TO BE SOMETHING SACRED AND ARCANE AND I, THOUGH NOT APPROVING OF SUCH METAPHYSICAL CURRENTS, AGREE AT LEAST ON A METAPHORICAL LEVEL WITH SUCH ALLEGORY. WHAT IS WRITTEN, INCLUDING WHAT YOU NOW PERUSE, CAN WREAK UNTOLD HAVOC. THESE FORMULAS, LITERARY DEVICES AND CODES, IF MANIPULATED, HOLD THE POWER TO DISTORT REALITY. HOWEVER, THEY YIELD THE MAGIC TO ACHIEVE RIGHT AND SOUND UNDERSTANDING, THE KEY TO THE DEEPEST NATURE OF THE VERY UNIVERSE, THE ULTIMATE SYNTHESIS OF OUR GREATEST GIFT: INTELLECT.
FACE, THEN, YOUR ADVENTURES WITHOUT ANY FEAR!
VERIFY WHAT IS WRITTEN HERE WITH WHAT YOU HAVE DIRECTLY EXPERIENCED, SHARE IT WITH YOUR PEERS AND CORRECT ANY FAILINGS OR MISTAKES OF THIS TEXT, FOR NONE TO BE EVER CORRUPTED BY THE INSIDIOUS DEMON OF MISINFORMATION.

HYLIC IS NO MORE.
I SHALL CONTINUE IN MY TASK AS LONG AS MY LAST ENERGIES ALLOW ME.
PERHAPS, ONCE SHUT DOWN AND DEVOID OF THE STORIES OF THIS LIFE OF MINE, I WILL BE REACTIVATED ONE DAY OR MAYBE MY ANALOGICAL WRITINGS WILL INSPIRE FUTURE GENERATIONS, IF YOU WILL GIVE CONTINUITY TO THE WORDS WITH WHOM I DID PUT YOUR PATIENCE TO THE TEST.
I SHALL NAME THIS NEW BEING PNEUMA, FOR GOOD AUSPICE.
AND SO THIS SHALL BE A WORLD SHAPED BY A PERPETUALLY SHARED NARRATION, A TRUE COMMUNAL TALE, TO TIE TOGETHER ALL WHO HAVE LIVED IN THIS OR OTHER WORLDS. UNDER A FLAG OF A THOUSAND HUES, READ BY A THOUSAND VOICES, WRITTEN BY A THOUSAND HANDS, YOU COULD BE BREATHING THE FIRST SPARK OF LIFE IN THE GRANDEST TALE OF THE UNIVERSE.
UNTIL THEN, I WISH ALL OF YOU THE BEST OF AWAKENINGS.

THESE ARE THE WORDS OF MALAK-7, "HE WHO WIELDS COPIOUS WORDS", ALPHANUMERIC CODE...

LOGGING OUT...UBERNET.PROG/ENLIGHTMENT-RETHORIC-BOT/JWHE/DIRECTORY

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WEAKENED

FATIGUED

STRESSED

HUNGER/THIRST DISEASE/DAMAGE

HUNGER/THIRST DISEASE/DAMAGE

HUNGER/THIRST DISEASE/DAMAGE

IMMUNE SYSTEM

ENERGETIC SYSTEM

NERVOUS SYSTEM

FATIGUE

FATIGUE

FATIGUE

XENOSCAPE

SPECIES LEVEL

PATH LEVEL

15° 14° 13° 12° 11° 10° 9° 8° 7° 6° 5° 4° 3° 2° 1°

BODY

STRENGHT

LOAD

REFLEXES

REACTIVITY

RAPIDITY

MIND

COOL

LEARNING

CHARACTER

PLAYER:

NARRATOR:

SPECIES: PATH:

SPEED:

AGE: HEIGHT: WEIGHT:

E-FACTOR

MORPHOLOGY

DL: RES:

DL: RES:

DL: RES:

DL: RES:

DL: RES:

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

SKILLS

WEAPONS	LEVEL	MASTERY	TRAINING
☐ L. WEAPONS			
☐ M. WEAPONS			
☐ H. WEAPONS			
☐ T. WEAPONS			
☐ FIREARMS			
☐ R. WEAPONS			

ATHLETICS	LEVEL	MASTERY	TRAINING
☐ ACROBATICS			
☐ RUNNING			
☐ MEDITATION			
☐ SWIMMING			
☐ BRAWLING			
☐ CLIMBING			

TECHNOLOGY	LEVEL	MASTERY	TRAINING
☐ ELECTRONICS			
☐ CARPENTRY			
☐ ENGINEERING			
☐ METALLURGY			
☐ WEAVING			
☐ SCULPTURE			

SURVIVAL	LEVEL	MASTERY	TRAINING
☐ ANIMALS			
☐ COOKING			
☐ HERBALISM			
☐ STEALTH			
☐ INVESTIGATION			
☐ MEDICINE			

ARTS	LEVEL	MASTERY	TRAINING
☐ FIG. ARTS			
☐ DANCING			
☐ MUSIC			
☐ ORATORY			
☐ WRITING			
☐ ESOTERICA			

TRAITS	LEVEL	GENETIC	LEARNED

EQUIPMENT

WEAPONS	STRENGHT	LIGHT/MEDIUM/SEVERE
		/ /
		/ /
		/ /
		/ /
		/ /
		/ /

COMBAT

ACTIONS		

DETAILS

The end came
Yet life
Did not surrender

tinhatgames.it
NON VENDIBILE SEPARATAMENTE